

D-DAY AT PELELIU

RULES BOOKLET

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1.0 INTRODUCTION

D-Day at Peleliu is a solitaire game simulating the 1944 US invasion and conquest of Peleliu island, the largest Japanese-held island in the Palau Pacific island group.

In *D-Day at Peleliu*, you control the US forces assaulting the island defended by the unexpectedly strong Japanese garrison. The game system controls the Japanese forces that oppose you.

The *invasion scenarios* cover a 33 hour period from 0830 hours on 15 September to 1800 hours on 16 September. The first three turns each represent 30 minutes of time, after which turns represent one hour of time, plus a special overnight turn. Depending on the invasion scenario you are playing, the game ends at the conclusion of turn 12 or 24.

The *Bloody Nose Ridge (BNR) scenario* covers a five day period later in the campaign when the Marines attempted to defeat the surviving Japanese defending fortified positions in the Umurbrogol mountains.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

2.0 GAME COMPONENTS

D-Day at Peleliu includes the following components:

One 22" x 34" Mounted Game Board	One color Rules booklet
352 die-cut counters	Campaign Analysis article
One deck of 55 event cards	Storage bags
Four Player Aid Cards: US Barrage Table/Japanese Fire Chart, US Weapons Chart/US Attack Chart, BNR Scenario Track, Summary Charts	

No dice are used in *DDaP*.

If your game has any missing or damaged items please contact: Decision Games, Customer Service, PO Box 21598 Bakersfield CA 93390 or online at www.decisiongames.com. We also post errata and rules updates on our website.

2.1 The Map

The game map portrays most of Peleliu Island. A hexagonal grid is superimposed over the terrain features to regulate the placement and movement of US units. Each hex represents an area 150 meters across. The map's terrain is identified and its effects explained in the map's **Terrain Chart**.

Japanese Positions. Many hexes contain Japanese positions. Every position appears in one of six colors –used with Japanese fire cards to determine which Japanese positions conduct actions each turn.

Every position has a unique *ID letter/number* consisting of a Zone Letter (from A to D) and a Priority Number (from 1 to 25).

- Positions marked with an **x** or an **artillery symbol** denote hexes in which Japanese units set up at the start of the invasion scenarios. In addition, positions with an **artillery symbol** possess fixed artillery capable of conducting artillery fire when occupied by a Japanese unit.
- Four positions with dark gray **armor symbols** are set up hexes for Japanese armor units. The four positions with light gray armor symbols are alternative armor setup hexes used with optional rule 20.2.

- Hexes 0515, 0517 and 0618 have positions with no ID letter/number. These are **provisional counterattack positions**, used only by Japanese units in counterattack stance (13.4).
- Six triangle-shaped positions in the mountain area are **mountaintop positions**. In the *Bloody Nose Ridge* scenario (only) these positions are capable of artillery fire.

Japanese Position Groups. Pairs of proximate like-colored Japanese position hexes comprise one position referred to as a **position group**. Lines link the two position hexes of a position group. A position group fires and conducts actions as one force, with its strength determined by the number of units occupying both position hexes in the group. However when you conduct actions, you conduct them against individual position hexes even if in a position group.

Japanese Fire Dots and Fields of Fire. The hexes near each Japanese position or position group contain fire dots matching the position's color. All the fire dots emanating from a position or position group are collectively referred to as that position or position group's *field of fire*. The fire dots represent two levels of fire against US units:



Intense Fire



Steady Fire

Map clarification: Position C11 projects intense fire into hex 1209.

US Beach Landing Boxes and Hexes. Five boxes along the western beach hold US units approaching Peleliu for a landing. Each hex is identified with the initials of its historical beach code name and a unique number (such as *O1* for *Orange 1*; and *W2* for *White 2*). Each beach landing box adjoins three beach hexes. All beach hexes adjoining landing boxes are referred to as **US landing beach hexes**.

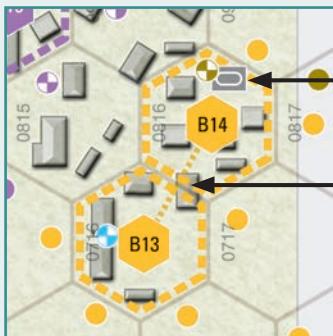
The Turn Track. Record the passage of turns, and of time, by moving the turn marker along the turn track at the end of each turn. The track also indicates date-specific game events. US units occupy spaces of the track corresponding to their turn of entry, until it is time for them to enter play. The turn track for the *Bloody Nose Ridge* scenario is located on the scenario player aid.

The Card/Phase Track. As you draw cards during each turn, place each card in the box matching the card's function, for reference during the turn. At the end of each turn, remove all cards from the track and place them in a discard pile, off-map. The order of the track follows the sequence of play. You may move the Phase marker along the track to denote the current phase of the turn.

Other Tracks and Boxes

- **Japanese reserve box** holds Japanese reserve units for during play.
- **Japanese depth boxes** hold Japanese depth markers for selection during play.
- **Japanese eliminated elite units box** holds elite units eliminated during play.
- The **US Infantry Loss Box** hold US marine infantry units eliminated during play.
- The **US Command Post Track** holds markers showing the command range of US regimental command posts (used starting Turn 8).

ELEMENTS OF JAPANESE POSITIONS



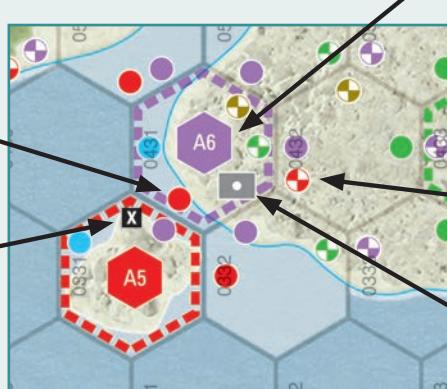
Setup hex for Japanese tank unit.
Lighter symbols denote an alternate tank unit setup hex.

Connector link indicating Positions
B13 and B14 form a position group.

Position symbol with zone letter and priority number.

Intense fire dot from position A5.

Initial setup hex for Japanese unit.



Steady fire dot from A5.

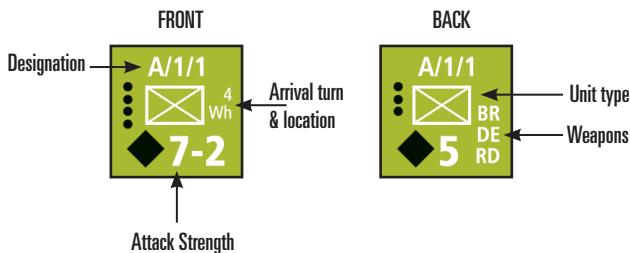
Japanese initial setup hex and artillery position.

2.2 The Playing Pieces

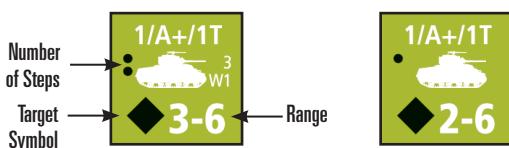
The playing pieces consist of **units**, representing specific US and Japanese military forces, and **markers**, placed on units, tracks or the map to denote information or status. The features of US and Japanese units differ. For example, only US units have steps and only Japanese units have an unrevealed side.

2.2.1 US Units

Sample US Infantry Unit



Sample US Tank Unit



Division. Every US unit is part of or attached to the 1st Marine Division. This is not indicated on the counter.

Designation. The military designation of the unit identifies the unit's formation and parent formations. *For example US infantry unit A/1/5 is A company in the 1st battalion of the 5th Marine Regiment.*

Steps. Each US unit possesses one to four steps, indicating the unit's overall manpower. US units lose steps as a result of combat losses. Units representing marine infantry companies start the game with four steps, while all other formations start with just one or two steps. A unit

with one or two steps has one counter with one or two printed sides. A unit with four steps has two counters, with two printed sides on one counter and two printed sides on a replacement counter, distinguished by a dark green band. Only one counter for a given unit is in play at one time.

Attack Strength. A quantification of the unit's fire power in combat, used when attacking Japanese units. Attack strength is not used in close combat. A unit's strength is reduced as it loses steps.

Weapons. US units possess various weapons and equipment used when attacking Japanese units.

- The US Weapons Chart lists all the weapons and equipment possessed by all *full-strength* regular infantry units, by heavy weapons infantry units with more than one step, and by all other US units regardless of strength. Weapons for these units are not shown on the unit's counter.
- An infantry unit that has lost steps loses some of its weapons and possesses only those listed on its counter.

Range. Some US units have a numerical range, representing the maximum number of hexes from which the unit may participate in an attack or barrage against a Japanese unit. A range of **U** indicates *unlimited range*—the unit may attack or barrage Japanese units anywhere on the map (within the restrictions of 8.1 and 8.4). Units without a range may only attack enemy units in adjacent hexes. Some units lose their ranged capability as they lose steps.

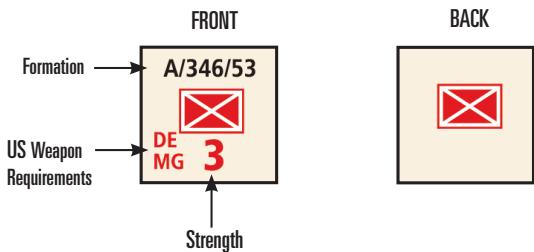
● ◆ ▲ Target Symbol. A selector used to randomly determine which US units are hit by Japanese fire or are the subject of an event or other game function.

★ HQ Target Symbol. Signifies that the unit is one of two types of HQs—a *regimental HQ* or a *battalion infantry/HQ*.

Arrival Turn and Location. The turn in which the US unit enters play is shown along with the Beach Landing Hex in which to place the unit. Units marked “rdc” in place of arrival information are reduced units for replacing a unit that loses its second step.

2.22 Japanese Units.

Sample Japanese Unit



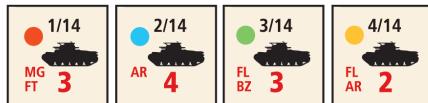
Elite Japanese Units. Elite units are distinguished from other Japanese units by a solid colored unit symbol.

Strength. A quantification of the unit's ability when involved in close combat and when defending against US attacks.

US weapon requirements. A representation of the defensive tactics of the Japanese unit, expressed in terms of the weapons that, if possessed by US units attacking the unit increase the likelihood of US success. See the US Weapons Chart for explanation of abbreviations. A unit with the **CC** requirement has an advantage in close combat.

Tank position color.

The four Japanese tank units each have a different position color printed on their



counter. A Japanese tank unit uses the position color on its counter when in a non-position hex. The color is disregarded when the tank unit is in a position hex.

2.23 Unit Types.

US units



Japanese units

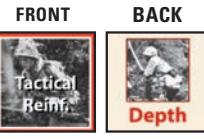


All Japanese units operate identically regardless of type, except for tank units.

2.24 Japanese Depth Markers.

Depth markers are placed beneath Japanese units on the map. Together, a unit and its depth marker represent a force at its full strength and fully deployed. A unit without a depth marker is understrength or is not yet positioned to maximize its combat effectiveness. Depth markers are usually

placed face down (unrevealed) and are only revealed as required by US actions against the unit with which it is stacked. When the depth marker is revealed, its strength and attributes are added to the unit. Depth markers are never placed on the map on their own, they only appear with Japanese units or, in the *BNR* scenario, with Japanese fortification markers.



Armor Depth. Four specially marked depth markers are for placement with Japanese armor units.

Counterattack Depth. Eight specially marked depth markers are for placement with Japanese units conducting a counterattack.

2.25 Japanese Fortification Markers

Fortification markers are placed in position hexes to strengthen Japanese defense.

In the invasion scenarios, fortification markers are placed as the result of an event. Only the backside of the marker is used.

In the *Bloody Nose Ridge* scenario, fortification markers are placed during set up. The front and back of the markers function per 19.0. In *BNR*, fortification markers alone in a hex have characteristics of units, such as conducting actions and receiving depth markers.

2.26 Other Markers

Note: The countermix also includes one replacement counter for the game *D-Day at Tarawa Beach*—an HQ with the designation Hall 8/2. It is not used in this game.

Markers used in all scenarios



Markers used only in Invasion scenarios

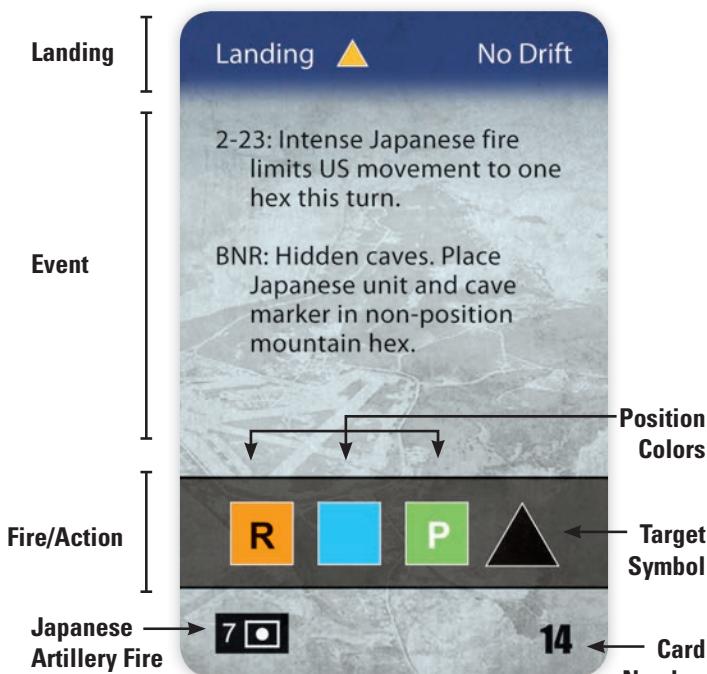


Markers used only in Bloody Nose Ridge scenario



2.3 The Cards

Every card in the 54-card deck is divided into three sections. A 55th card summarizes US actions and should be removed from the deck for reference during play.



During play, draw cards from the deck and look at the appropriate section:

- The Landing Results section determines how US units are affected by amphibious landings.
- The Event section generates an event when the card is drawn as an event card. Events labeled with game turn numbers are used in the **15 September** and **Peleliu Assault** scenarios. Events labeled **BNR** are used in the **Bloody Nose Ridge** scenario. Some cards also list a **Close Combat** event.
- The Fire/Action section is used primarily during the Japanese Fire Phase to determine which Japanese positions fire at which US units or perform other actions. In addition, the Action section is sometimes referred to during US actions, when resolving infiltration moves and barrages against Japanese units.

A single card draw is for **only one** of these purposes—ignore the other sections of the card. The rules refer to the cards by the purpose for which they are drawn: *landing* cards, *event* cards and *fire/action* cards.

2.4 Charts and Tables

The following charts and tables are included on player aid cards:

Japanese Fire Chart	Close combat summary
US Weapons Chart	Japanese Action Chart
US Attack Chart	<i>Bloody Nose Ridge</i> Setup Map
US Barrage Table	<i>Bloody Nose Ridge</i> Tracks
Invasion Sequence of play and procedures summary	

3.0 SETTING UP FOR PLAY

Lay out the map so you are sitting along the west side, with the landing beaches near you.

Choose a scenario to play:

- 15 September 1944** covers the first day of the invasion (Turns 1-12) and takes up to three hours to play. This scenario is recommended for new players.
- Peleliu Assault** covers the first two days of the invasion (Turns 1-24). Playing time is five hours.
- Bloody Nose Ridge (BNR)** covers five days during the later period of the battle, when the exhausted marines attempted to eliminate the surviving Japanese in the fortified Umurbrogol mountains. The scenario is 19 turns long. Use the set-up and scenario rules in section 18. Playing time is four hours.

Set up the **15 September** and **Peleliu Assault** scenarios as follows:

Cards

Shuffle the deck of cards and place it in the card deck box on the map.

Japanese Units

Mix together the 51 Japanese non-armor units face down. Randomly place a unit face down in each of the 36 hexes on the map marked with a placement symbol or an artillery symbol. Place the remaining 15 units in the Japanese Reserve Box.

Mix together the four Japanese armor units, face down. Place the armor units in the position hexes on the map marked with a dark gray armor symbol. Then flip each armor unit to its revealed side and place a disrupted marker on each armor unit.

Japanese Depth Markers

Separately mix together the three types of depth markers, face down: Depth, Armor Depth and Counterattack Depth. Place one depth marker face down beneath each of the three units in positions B1, B4 and B5. Place each Armor depth marker under a Japanese armor unit on the map, face down. Place all eight Counterattack Depth markers in a coffee mug or other wide-mouthed container. Place all other depth markers face down in the depth marker box.

Pre-Invasion Bombardment.

Draw one Action card. Place disruption markers on all Japanese units in positions matching the three colors on the card. Then discard the card.

US Units

Place the three US amphibious tank units marked to enter on Turn 1 in the three beach hexes marked with US amphibious tank symbols, adjoining the Beach Landing Box listed on the unit.

Place all other US units marked with a turn of entry in the corresponding space of the Turn Track. Place units marked "rdc" aside.

Markers

Place the Turn marker in the first space of the Time Track, and the Phase marker in the first space of the Card Track.

Place the eight Artillery Destroyed markers in the Japanese Artillery Box.

Place all other markers aside.

4.0 SEQUENCE OF PLAY

DDaP is played in turns. Each turn consists of several phases, conducted in the following sequence. Move the Phase marker along the Card/Phase track to keep track of the current phase. During the course of the turn you will draw several cards for various functions. As you draw each card, place it in the appropriate box of the Card/Phase track for reference.

I. US Amphibious Operations Phase (AOP)

- Conduct a Landing Check for each Beach Landing Box containing US units (5.1).
- Move each unit in a Beach Landing Box to any beach hex attached to that box (5.2).
- Place units scheduled to arrive next turn in Beach Landing Boxes (5.3).

Turn 1 exception: On turn 1, skip steps 1 and 2. Conduct step 3.

II. First Event Phase (starting Turn 2)

Draw an event card and implement the event listed for the current turn.

III. Japanese Fire Phase

Draw a fire card and conduct Japanese fire against US units as follows:

1. Japanese Positions that match the colors shown on the fire card, and that contain at least one non-disrupted Japanese unit, fire at US units in the position's field of fire. Check to see which US units are hit by fire (if any) and apply disruption or step losses as called for. Beginning on turn three, Japanese positions may perform actions in addition to firing (Section 12). Complete each action by a Japanese position before checking the next position. If any Japanese units are in *Counterattack Stance*, (13.4) conduct actions with those units first.
2. If the fire card includes a Japanese artillery value, check to see if one or more US units are hit by artillery fire (begins turn 2, see 6.5).
3. Remove Disruption markers from eligible Japanese positions (6.4).

IV. Second Event Phase (starting Turn 5)

Draw an event card and implement the event listed for the current turn.

V. HQ Phase (starting Turn 8)

1. Place garrison markers in eligible position hexes within command range of a US command post (see 14.4).

2. Convert regimental HQ units to command posts and increase the command range of previously established command posts (see 14.1).

VI. US Action Phase

1. Perform actions with US units. Actions include movement, attack, and barrage. Two units or stacks may perform actions each turn. In addition, the following units may perform actions "for free":
 - units with any of the following markers: hero, inspired, or disrupted,
 - an HQ unit,
 - units in command of an HQ unit. A regimental HQ commands any units in command range. An infantry/HQ commands an infantry unit stacked with it.
2. After completing all US actions, conduct Close Combat in each hex containing opposing units (8.6).

VII. End of Turn

Move all cards from the card track to the discard pile, and move the Phase marker back to the beginning of the card track. If the discard pile clearly has more cards than the draw deck, shuffle all discards back into the deck. Move the turn marker one turn ahead on the Turn Track.

Keep playing turns until the US forces suffer *catastrophic loss* (ending the game, see 15.1) or until you complete the last turn of the scenario, at which time you determine if you have won or lost. Beginning with Turn 13, when the first day ends, additional activities are introduced to the sequence of play, as described in section 15. In the rare event that the card deck is completely exhausted mid-turn, reshuffle immediately.

5.0 US AMPHIBIOUS OPERATIONS

In the invasion scenarios, all US units enter play during the US Amphibious Operations Phase.

Sequence of the Amphibious Operations Phase (AOP)

1. Starting from the north (your left) conduct a Landing Check for each Beach Landing Box containing one or more US units. Apply step losses and drift results as called for.
2. Place each unit still in a Beach Landing Box in a beach hex of your choice adjoining that landing box.
3. Place units scheduled to arrive next turn in the beach landing box indicated on the unit.

5.1 Landing Check

Draw one Landing Card for each Beach Landing Box occupied by one or more US units. The Landing Card shows a target symbol (circle, diamond or triangle) in one of the six Japanese position colors. Some landing cards also show a drift result.

If the color of the landing card's target symbol matches a fire dot in the Beach Landing Box, and the Japanese position projecting the fire dot into the box is occupied by at least one non-disrupted Japanese unit, remove a

EXAMPLES OF LANDING CHECKS

Landing Check for White 1:

Card 33 (Landing Left):

- 2-12: Place a hero marker on any US unit, and add a depth marker to one Japanese unit (9.2).
- 14-23, BNR: US Patrol report. Reveal Japanese unit and marker closest to a US unit.
- CC: Reinforce

Landing Check for White 2:

Card 44 (Landing Right):

- 2-12: Add a depth marker to one Japanese unit (9.2).
- 14-23: Lost! Disrupt one US infantry unit in a jungle hex.
- BNR: Add a depth marker to one Japanese unit (9.2).

The Landing Check Step of Turn 2's Amphibious Operations Phase is underway. Units scheduled to arrive on Turn 2 were placed in the Beach landing Boxes in Turn 1. For this example, only the units in Beach Landing Boxes White 1 and White 2 are considered.

Landing Check for White 1: You draw one card for Beach Landing Box W1. The landing section of the card shows a blue triangle. This means that if an occupied, undisrupted blue Japanese position projects fire into the landing box and if a US unit with a triangle target symbol is in the landing box, that US unit loses a step. Both are true so you flip unit K/3/1 to its reduced side. The landing result also indicates that a US unit with a triangle drifts left. In this case there is no landing box to the left, so instead you move unit K/3/1 to the landing box to the right — White 2.

Landing Check for White 2: You draw one card for Beach landing Box W2. It shows a purple circle. No purple Japanese positions project fire into landing box W2 so no US units in the box are hit. The landing result does indicate that a US unit with a circle symbol drifts to the right, so you move unit F/2/1 to landing box Orange 1.

Landing Units: After completing all landing checks, you move units in landing boxes to landing beach hexes adjoining each box. Within each box, the choice of which landing beach hex to place each unit is up to you, as long as stacking limits are observed. The choices made in this example are indicated by the black dotted lines.



step from each US unit with the Landing Card's target symbol. If the card has a drift result, one US unit with the Landing Cards target symbol drifts. Move the unit from its Beach Landing Box to the adjacent Beach Landing Box in the indicated direction. If more than one unit has the indicated target symbol, you choose one unit to drift. If there is no Beach Landing Box in the indicated direction, the unit drifts in the opposite direction. A unit that drifts is not affected by subsequent landing checks in the box it drifts into.

5.11 Landing checks for HQs.

HQ units do not have a target symbol and so are not subject to drift or step loss during landing checks.

5.2 Landing Units

In step 2 of the AOP, move every unit in a beach landing box into a beach hex adjoining that box. No more than two units may be placed in a single hex. Regimental HQs do not count against this limit. This limit includes units already in the beach hex from previous turns. If there is insufficient room in the available beach hexes to place all units, excess units of your choice remain in the Beach Landing Box for landing next turn.

5.3 Placing Units in Beach Landing Boxes

In step 3 of the AOP, take all units in the next turn space on the Turn track and place each in the Beach Landing Box listed on the unit.

A unit listing a beach color code name without a number (such as **Or** for Orange) may be placed in any Beach Landing Box of that color code.

A unit without a beach listing may be placed in any beach landing box.

Any number of units may be placed in a Beach Landing Box.

6.0 JAPANESE FIRE

During the Japanese Fire Phase, draw one fire card to determine which Japanese positions fire at US units. US units in the field of fire of a Japanese unit may be hit by fire and suffer disruption or step loss.

All undisrupted occupied Japanese positions may potentially fire—whether the units there are revealed or unrevealed. Firing does not cause a Japanese unit to become revealed.

6.1 Reading the Fire Cards

Each fire card identifies Japanese Positions eligible to fire and US units likely to be hit. Each fire card includes:

- Three **Japanese Position colors**—every non-disrupted Japanese-occupied position matching a color symbol on the card may be eligible to fire at US units in the position's field of fire.



- Some position colors on the fire card have a star, indicating that a US Hero or HQ may be hit by fire from a position of that color (10.4).
- Some position colors on the fire card include an Armor Hit Bonus, indicating that fire from positions of that color is more likely to hit US armored units (see 6.36).
- Many position colors on the fire card have Action letters—**A**, **I**, **M**, **P** and **R**. At the start of play, disregard all letters in the position colors. Lettered actions will become available during the course of the game as explained in Section 12. Until lettered actions become available treat the position color as a fire action.

A US **target symbol**—US units with the target symbol indicated on the fire card are more likely to be hit by Japanese fire.

Some fire cards have a Japanese artillery value, indicating that a US unit may be hit by Japanese artillery fire, in addition to fire from Japanese Positions (6.5).

6.2 Japanese Fields of Fire

The hexes around a Japanese position contain fire dots of the position's color. These make up the position's field of fire. Fields of fire extend one, two, and sometimes three hexes out from the position. Two types of fire dots represent different quantities of fire: intense fire and steady fire. US units in a hex with one or more fire dots are susceptible to Japanese fire.

6.21 Position Groups

Positions with two or more component position hexes (such as B3 and B4) are considered one position and have one field of fire, even when some hexes in the position are occupied and some are not.

6.22 Overlapping Fire

In a few places on the map, the proximity of Japanese positions causes fields of fire from positions of the same color to abut, but fields of fire of a single color never overlap. If there is a question as to which position projects a given fire dot into a hex, note that dots appear on the side of the hex nearest to the projecting position.

6.23 Tank extended field of fire.

A position occupied by a Japanese tank unit projects steady fire into all hexes outside of but adjacent to hexes in its field of fire (13.1).

6.24 Beach Landing Boxes

US units in Beach Landing Boxes are NOT susceptible to Japanese fire during the Japanese Fire Phase. The fire dots in Beach Landing Boxes are used only when making landing checks in the Amphibious Operations Phase (5.1).

6.3 Resolving Japanese Fire

Upon drawing a fire card, resolve Japanese fire for all positions matching any of the three colors appearing on the card.

For each Japanese position firing, check each hex in its field of fire occupied by US units and refer to the Japanese Fire Chart. Use the row of the chart for the type of fire dot projected into the hex by the Japanese Position.

EXAMPLES OF OVERLAPPING & ABUTTING FIELDS OF FIRE.

In this illustration the overlapping fields of fire of four Japanese positions are outlined: Position B2 (brown), Position Group D3/D4 (purple), Position B5 (blue) and Position B12 (blue). Other fields of fire also exist in this map section, but for the clarity of this example are not included.

Each field of fire consists of hexes with intense and steady fire dots.

Abutting fields of fire. The proximity of some positions cause fields of fire from positions of the same color to abut, but fields of fire of a single color never overlap. If there is a question as to which position projects a given fire dot, note that dots are printed on the side of the hex nearest to the projecting position. In this illustration the fields of fire of blue positions B5 and B12 abut along four hex sides.

Read across that row to the column listing the status of the Japanese position firing: a position with all **units** revealed (not depth markers), or a position with any unrevealed units. Read the result in the box to determine if any US units in the hex are hit by fire. Factors determining if a US unit is hit include the type of fire dot in the hex (intense or steady), the US unit's target symbol (●♦ or ▲), and the US unit's type (armored or non-armored). Units hit by fire lose steps and/or become disrupted, as noted on the chart.

6.31 Hit Limits of Japanese Positions.

In a single fire, a Japanese position or position group may hit a number of US units up to the number of non-disrupted Japanese units and depth markers in the position or position group. For example, a lone unit in a position may hit just one US unit in a single turn, while a position group with two unit markers and one depth marker may hit up to three US units. If the number of US units eligible to be hit exceeds this limit, select the units to take hits in the following priority order.

- **Priority 1:** Units in hexes with Intense fire dots. If after checking all Intense fire hexes, the Japanese position has not reached its hit limit proceed to priority 2.
- **Priority 2:** Units in hexes with Steady fire dots. If after checking all Steady fire hexes, the Japanese position has not reached its hit limit, proceed to priority 3.
- **Priority 3:** If the position is firing with machine guns, units in hexes that have no fire dots but are adjacent to hexes with intense fire dots.

If you need to select from among units within one of these priorities, select the US unit with the most steps, then the unit closer to the firing position. If a choice still remains, you choose which units receive the hits.

6.32 Step loss as a result of Japanese Fire.

A US unit hit by fire may suffer a one-step loss, as noted on the Japanese Fire Chart; flip the unit over to its reduced strength side. The next time the unit is hit, replace it with a reduced strength unit. If a unit with only one step is hit, remove it from play.



6.33 Disruption as a result of Japanese Fire.

A US unit hit by fire may become disrupted instead of or in addition to losing a step; place a disrupted marker on the unit. An already disrupted unit that incurs another disruption result is not further affected. A unit may be disrupted by fire from one position and lose a step as a result of fire from another position in the same Fire Phase. **Exception:** A regimental HQ unit is not disrupted by Japanese fire.

6.34 Step Loss Limitation.

A given US unit may not lose more than one step from Japanese fire in a single Japanese Fire Phase, even if hit by fire from multiple Japanese positions (**exception:** 13.2M). Apply the excess hits to other targeted US units if available; if not, ignore the excess hits. However, you must attempt to hit the most US units possible when assigning hits from multiple positions. For example, if Japanese position A is limited to hitting two units and three units are eligible to be hit, one of which is also hit by position B, assume that position B hits that unit, and Position A hits the other two.

6.35 Concentrated Targets

A hex occupied by US units with a total of seven or more steps is a **concentrated target**, increasing the units' susceptibility to Japanese fire. The units in a concentrated target are considered to have the target symbol shown on the Japanese Fire card, regardless of the symbols printed on the units' counters.

6.36 Armor Hit Bonus

When a position color on the fire card includes an armor symbol, firing positions of that color receive the **armor hit bonus**. All US armored units the position is firing upon are considered non-armored when determining hits. Note that per the Japanese Fire Chart, US armored units in a hex with an intense fire dot are hit even if the firing Japanese position does not have the armor bonus.

6.37 Firing on Stacks

Hits are against units, not stacks. One unit in a stack may be hit while the other is not. If both units in a stack are hit, both may lose a step.

6.4 Disrupted Japanese Units

A Japanese unit with a disrupted marker does not fire and does not project a field of fire.

6.41 Disruption in Position Groups

If a position group has units in more than one hex and any of those units are disrupted, the non-disrupted units in the position still fire. However, the disrupted unit and its depth marker do not contribute in determining if the position is eligible to fire and how many units it can hit.

6.42 Removing disruption from Japanese units.

A Japanese unit remains disrupted until its position color appears on a fire card. After resolving all fire in the Japanese Fire Phase, remove disruption markers from every disrupted Japanese unit in a position matching a color appearing on the fire card. Also, certain events call for removal of disruption from Japanese units.

6.5 Japanese Artillery Fire

If you draw a fire card with an artillery result, first resolve all fire by Japanese positions, then check to see if Japanese artillery fire hits a US unit. Japanese artillery fire does not occur on Turn 1.

Procedure: The artillery result lists the number of Japanese-occupied artillery positions required in order to conduct artillery fire. Count the number of artillery positions occupied by non-disrupted Japanese units. If the number of such positions equals or exceeds the required number, **one** US non-HQ unit with the target symbol shown on the fire card is hit.

Artillery value example:



If there are seven or more Japanese-occupied artillery positions, a US unit is hit by artillery fire.

Choose a non-HQ unit **with the target symbol shown on the card** to lose a step, in the following priority:

1. In a beach landing box.
2. In a landing beach hex.
3. In the hex closest to a landing beach hex.

If you need to select from among units within one of these priorities, select the unit with the most steps. If a choice still remains, you choose which unit is hit.

6.51 Knocking Out Japanese artillery.

When a position with artillery is not occupied by a Japanese unit, the position does not contribute to Japanese artillery fire.

The artillery in an artillery position is permanently destroyed if occupied solely by a US unit or if a barrage against the position achieves an *Artillery Destroyed* result. Place an Artillery Destroyed marker in the position, as a reminder. If an unoccupied artillery position in which the artillery has not been destroyed subsequently becomes occupied by a Japanese unit, the position again contributes to artillery fire.

6.52 Artillery Fields of Fire

Occupied positions with artillery have fields of fire like all other positions. They may conduct fire and may contribute their artillery capability to artillery fire checks in the same Japanese Fire Phase, if called for by a Japanese Fire card draw.

7.0 US ACTIONS

During the US Action Phase you may conduct actions with US units. Each turn, you may select two US units or stacks, each of which may conduct one action. In addition, US units meeting certain requirements may conduct actions for free.

US units may conduct any of the following actions, if eligible:

- Move up to three hexes on land (all units)
- Enter an adjacent revealed enemy occupied hex for close combat (infantry, engineers and infantry HQs)
- Attack (all)
- Barrage (tank and artillery units; and naval fire and Dauntless airstrike markers only)
- Remove disruption after all other actions completed (any unit with a *disrupted* marker)

JAPANESE FIRE EXAMPLES



7.1 Free Actions

Units may conduct free actions which do not count toward your limit of two actions per turn. However, a unit may only perform one action per turn, even if that action is free. Units in the following situations may conduct free actions:

- A unit with a *Hero* or *Inspired* marker.
- A unit with a *disrupted* marker.
- Regimental HQ units and infantry/HQ units.

- A unit in command of any regimental HQ unit. A unit that is stacked with or adjacent to a regimental HQ unit at the start of the Action Phase is in command, and may conduct a free action. Units that are conducting free actions because they are in command may conduct different actions from each other.
- An infantry unit stacked with an infantry/HQ unit. An infantry unit stacked with an infantry/HQ unit at the start of the Action Phase is in command, and may conduct a free action.

- An infantry unit in a landing beach hex conducting a one-hex preservation move (7.35).

Starting Turn 7, a unit within the *command range* of a US *command post* may conduct an action for free (see 14.3).

7.2 Conducting Actions

You may have your units perform actions in any order, sequencing your two allowed actions and your free actions as you choose. A given unit may perform no more than one action per turn whether that action is free or not.

You may place *Action Taken* markers on units that perform actions, to help you keep track of the expenditure. Remove the markers at the end of the Action Phase.

7.21 Actions by Stacks

Two units in a stack may perform an action together at the cost of one action, as long as they perform the same exact action; *for example, moving into the same hex, attacking the same Japanese position, or barraging the same hex*. If you want the units in a stack to move in different directions or perform different actions you must use two actions. If you want two units in different hexes to attack the same Japanese position you must use two actions.

7.3 Action: Move up to three hexes

A unit starting its turn in a land hex may move one, two or three hexes in any direction.

The Terrain Effects Chart lists terrain that limits or prohibits movement for certain unit types.

7.31 Movement limitations.

A unit must end its move if it enters any of the following hexes:

- a hex in the intense field of fire of a non-disrupted occupied enemy position;
- a hex adjacent to an enemy unit even if disrupted or in counterattack stance;
- a mountain, coral or jungle hex.

The presence of a US unit in a Japanese-occupied position hex does not negate that position's field of fire for purposes of moving other US units. Additional movement limitations apply to certain unit types. See the terrain effects chart and the US Action Summary.

7.32 Cliff Hexsides.

An infantry, infantry HQ or engineer unit may move across a cliff hexside only if it starts its move in a hex bordered by the cliff hexside, and may then move only one hex. Upon crossing the cliff hexside, place a disrupted marker on the unit. Unit types other than infantry and engineer units may not cross cliff hexsides.

7.33 Infiltration Move.

If you are moving a US infantry or engineer unit from a hex adjacent to and in the field of fire of an occupied and non-disrupted Japanese position, to a hex that is also adjacent to and in the field of fire of the same position, the US unit is attempting to *infiltrate* past the Japanese position and may be immediately fired upon. Upon attempting the move, make a special draw

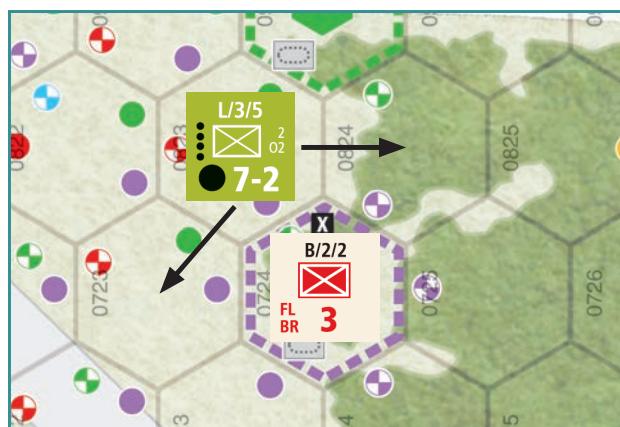
of a fire card. If it shows both the color of the Japanese position and the target symbol of the infiltrating US unit, you must remove a step from the US unit.

If the infiltrating US unit loses a step, you may choose to complete the move or keep the unit in the hex from which it started the move. In either case, the unit has performed an action.

A unit infiltrating to a hex occupied by a US unit must check for Japanese fire, but is not considered a concentrated target, even if the move puts seven or more steps in the hex.

Regimental HQs and infantry HQs may not attempt an infiltration move on their own, but may move with a regular unit attempting infiltration.

Tank units making this move do not check for Japanese fire. Artillery units may not conduct an infiltration move at all.



Infiltration Example. A US unit is adjacent to an occupied purple position. Arrows indicate possible infiltration moves by the US unit. Moves into other hexes are not infiltration. If the unit attempts to infiltrate, it would lose a step if the ensuing fire card draw showed a purple color symbol and the ● target symbol.

7.34 Moved HQ

Once you move an HQ unit, it no longer provides free actions to units in its command for the rest of the Action Phase. Plan the sequencing of your units' actions accordingly.

7.35 Preservation Move.

An infantry or engineer unit that begins its action in a US landing beach hex may conduct a free action to move one hex into a hex other than a beach landing hex. A preservation move may be into an enemy field of fire but may not be an infiltration move and may not be used to enter an enemy-occupied hex. A unit using the free preservation move may move only one hex.

7.4 Action: Enter Hex Occupied by Revealed Enemy Unit

A US infantry, infantry/HQ or engineer unit that begins the Action Phase adjacent to a hex occupied by a **revealed** enemy unit may conduct an action to enter the hex. Doing so constitutes the unit's entire action and triggers close combat, which is resolved after all US actions in the Action Phase are completed. See 8.6 for the Close Combat procedure. US units may not enter a hex occupied by an unrevealed enemy unit.

A unit may not enter an enemy-occupied hex that was attacked in the same Action Phase, but may enter a hex that was barraged.

7.5 Stacking Limits

One or two US units may occupy a hex at the end of a US Action Phase. Stacking limits apply only at the end of the US Action Phase. You may exceed stacking during the US Action Phase and during other phases of the turn.

7.51 HQ stacking

Regimental HQ units, heroes and garrisons do not count toward stacking limits. HQ/Infantry units do count as a unit for stacking purposes.

7.52 Stacks of more than two units

There is no limit to the number of steps that may occupy a hex. However, US units in a hex occupied by seven or more steps are considered a *concentrated target* during Japanese fire (6.35).

7.53 Resolving stacking violations

If US units in a hex exceed the stacking limits at the end of the US Action Phase, you must eliminate units until the limits are met. **Note that the US Action Phase ends after resolving close combat. US units may exceed stacking limits during a close combat but, if US units still exceed stacking limits after all close combats are resolved, you must eliminate the excess units.**

7.6 Disrupted US Units

A US unit with a disrupted marker may not perform any action, except the “free” action of removing the disruption marker. Wait until all other units have performed their actions before removing disruption markers from US units, so that you do not inadvertently perform other actions with those units.

It is possible for a US unit to become disrupted during the US Action Phase, as a result of crossing a cliff hexside, a US attack, or a close combat. Such a disruption may not be removed from the unit in the Action Phase in which it was incurred, since it has already performed an action. To aid you in differentiating units disrupted in the Action Phase from units disrupted prior to the phase, US disruption markers are provided in two shades.

8.0 US COMBAT ACTIONS

During the US Action Phase, your units may attempt to disrupt and destroy Japanese units via three types of actions:

Attack a Japanese-occupied hex. An attack must include at least one infantry or engineer unit adjacent to the Japanese-occupied hex. Other units may participate from adjacent hexes and, if capable of ranged fire, from non-adjacent hexes. A hex occupied by both US and Japanese units may not be attacked.

Barrage a revealed Japanese-occupied hex exclusively from non-adjacent hexes. Tank and artillery units may barrage a Japanese-occupied hex in range of but not adjacent to the barraging unit. A hex occupied by both US and Japanese units may not be barraged.

Conduct Close Combat (CC) by conducting actions to move US unit(s) into a revealed Japanese-occupied hex. Close combat is resolved in that hex after all US actions in the phase are completed.

8.1 Units Eligible to Attack

An attack must include at least one infantry, infantry/HQ or engineer unit attacking a Japanese-occupied hex from an adjacent hex. As long as this requirement is met, other units may join in the attack against the same Japanese-occupied hex within the following conditions:

- **Infantry without range, infantry HQ and engineer units** must be in a hex adjacent to the Japanese-occupied hex.
- **Infantry units with a printed range of 2** must be adjacent to or within range of the Japanese-occupied hex. Infantry units may not conduct ranged fire if the terrain in the intervening hex is jungle or mountain.

Tank units must be within range and at least one of the following must be true:

- the tank unit is adjacent to the target hex, or
- the tank unit is adjacent to an attacking infantry or infantry HQ unit, or
- the tank unit is in command of any HQ, or
- at least one attacking infantry unit is in command of any HQ.

Artillery units must meet all the following conditions ...

- in range of the target; and
- in command of a regimental HQ that is also commanding at least one infantry unit attacking the position; and not in the field of fire of any non-disrupted Japanese unit.

Naval fire or a **Dauntless Airstrike** may be included in the attack if you have a naval fire marker or Dauntless Airstrike marker to expend, and at least one attacking infantry unit has a radio or is in command of an HQ.

8.11 Determining Range.

A hex is in range of a US unit if the distance in hexes between them (counting the target hex but not the US unit’s hex) is equal to or less than the US unit’s range.

8.12 Attack is an Action

Each unit participating in an attack against a single Japanese-occupied hex must conduct an action in order to participate in the attack (7.2). A unit unable to conduct an action may not attack.

8.13 HQ Attacks

Regimental HQ units do not directly participate in an attack, and are not affected by the results of an attack. HQ/infantry units participate in attacks as infantry units.

8.2 Attack Weapons

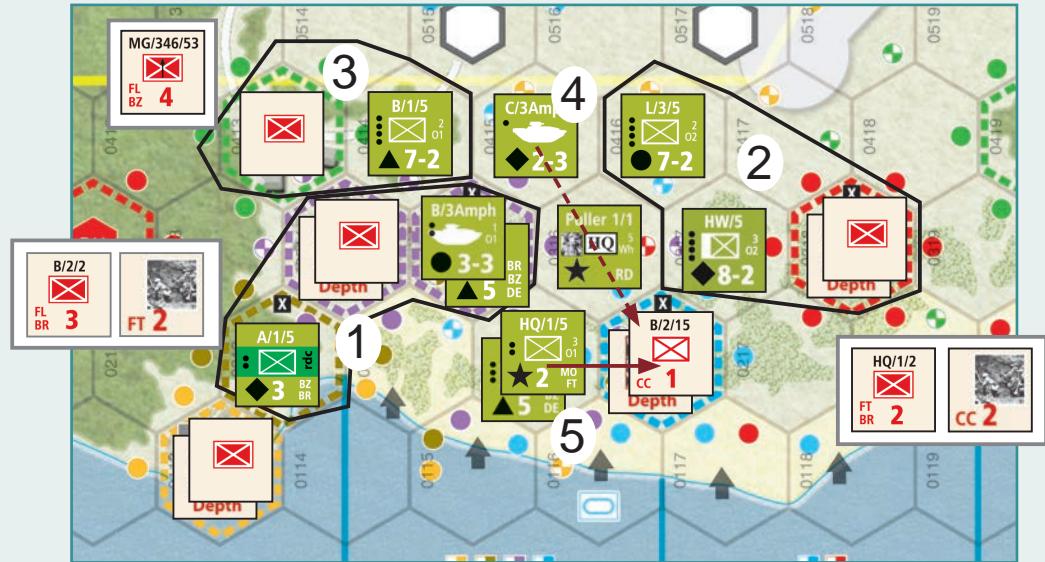
Design Note: As in most war games, a successful attack requires greater numerical strength than the enemy, but equally important in DDaP is employing the right weapons and tactics.

Every US unit possesses one or more weapons, as shown on the US Weapons Chart. Every Japanese unit and depth marker lists *weapon requirements*. US units with the required weapons attack the Japanese unit more effectively than US units without.

US ATTACK EXAMPLES

In the US Action Phase of Turn 7, you conduct actions to launch three attacks, one barrage, and one move into a Japanese-occupied position to initiate close combat.

1 Attack: The infantry units in hex 0213 and 0315 and the amphibious tank unit in 0315 attack the Japanese unit and depth marker in 0314. All units are eligible to participate because they are adjacent to the target unit. The units in 0315 conduct free actions because they are in command of an HQ. The unit in 0213 spends an action.



A. You flip over the Japanese unit to reveal it, leaving the depth marker unrevealed. The Japanese unit has a strength of 3, doubled to 6 for occupying coral. Your units have a total strength of 11.

B. Tactics required to defeat the Japanese unit are flanking (FL) and BARs (BR). You are attacking from two hexes adjacent to the enemy but not to each other, thus fulfilling the flanking requirement. All your units fulfill the BAR requirement.

C. Your units possess the required weapons and your strength is more than the Japanese strength (11:6). You refer to the lower section of the US Attack Chart and cross reference with the column for the Japanese situation "Japanese unit and unrevealed depth marker."

D. The attack result instructs you to reveal the depth marker and consult the chart again. The revealed depth marker increases the Japanese raw strength to 5 — doubled to 10 for the coral; and adds the flame-thrower (FT) requirement. Your amphibious tank unit is adjacent to the enemy and so fulfills the flamethrower requirement (see the US Weapon Chart). You still have more strength than the Japanese units (11:10) and all required tactics. You again consult the US Attack Chart, using the column for a Japanese unit and revealed depth marker.

E. The attack result indicates that the depth marker is eliminated (remove it from play) and the Japanese unit is disrupted.

2 Attack: One US heavy infantry unit and one US infantry unit attack an unrevealed Japanese unit and depth marker. US unit L/3/5, not adjacent to the target, participates using ranged fire. Both US units conduct free actions because they are in HQ command.

A. You flip over the Japanese unit to reveal a strength of 2. Your units have a total strength of 15.

B. Tactics required are flamethrowers (FT) and BARs (BR). Your units possess the required weapons and your strength is more than twice the Japanese strength (15:2).

C. You refer to the lower section of the US Attack Chart, referencing the column for the situation "Japanese unit and unrevealed depth marker."

D. The attack result instructs you to reveal the depth marker and consult the chart again. The revealed depth marker has a strength of 2 increasing the Japanese strength to 4, and adds the close combat (CC) requirement, which cannot be met in a normal attack. You still have more than twice the Japanese strength (15:4). You consult the upper section of the US Attack Chart using the column for a Japanese unit and revealed depth marker.

E. The attack result indicates that the Japanese unit is disrupted and you can perform optional attrition. Taking the option, you eliminate the Japanese depth marker and remove a step from the adjacent attacking unit.

3 Attack: One US infantry unit is spending an action to attack a Japanese position occupied by a lone Japanese unit. You flip over the Japanese unit to reveal that it has a strength of 4, doubled to 8 for occupying buildings. Tactics required include bazookas (BZ) which your 4-step unit possesses per the US Weapons Chart, and flanking (FL) which your attack does not fulfill. You lack the required weapons and your strength is less than the Japanese strength (7:8). You refer to the upper section of the US Attack Chart and cross reference with the column for "Japanese Unit Alone". The result instructs you to disrupt the attacking US unit and add a depth marker to the Japanese position. You draw a marker from the depth pool and place it beneath the Japanese unit, unrevealed.

4 Barrage: The amphibious tank unit in 0415 barrages the revealed Japanese position in 0216, hoping to disrupt it prior to US units entering the enemy hex (next example). The tank unit conducts a free action because it is in HQ command. You draw a card showing the color of the Japanese position (blue) and the triangle target symbol — not the barraging unit's symbol. Referring to the 2-strength column of the barrage table you cross reference the barrage strength of 2 with the row for "The Japanese position's color only", indicating that the target is not affected.

5 Enter Japanese-Occupied Hex. The Japanese unit in 0216 is revealed, thus allowing US units to enter its hex. The infantry HQ unit and infantry unit conduct free actions because they are in HQ command. You move both units into 0216. You will resolve close combat after completing all other US actions. See the close combat example on page 18.





8.21 Reduced-Strength US Infantry Weapons.

The weapons possessed by regular infantry units with less than four steps are printed on their counter instead of on the Weapons Chart. The weapons possessed by reduced-strength infantry vary from unit to unit; to reflect differences in equipment lost and abandoned as casualties mount.

Heavy Weapon infantry units possess all their weapons until reduced to one step.

8.22 Flanking.

Some Japanese units and depth markers list flanking (**FL**) as a weapon requirement. This weapon (actually a tactic) is not possessed by any US unit. In order to meet the flanking requirement in an attack, US units must be attacking the Japanese-occupied hex from at least two hexes that are adjacent to the target but not to each other.

If both the Japanese unit and its depth marker list the flanking requirement, the US units must be attacking from at least three hexes adjacent to the Japanese hex to satisfy the requirement. The three hexes may be adjacent to each other.

8.23 Japanese Close Combat Requirement.

Some Japanese units and depth markers list close combat (**CC**) as a weapon requirement. This requirement cannot be met by any attacking US unit.

Strategy Tip: a Japanese unit with CC cannot be defeated by US attack or barrage—only close combat will get the job done. A Japanese depth marker with CC can be eliminated by an attrition result in a US attack or by barrage.

D-Day at Peleliu

8.24 Heroes and Weapons.

When a unit with a hero attacks from an adjacent hex, the hero provides a weapon “wild card.” The hero may stand in for any one weapon requirement of your choice, after all Japanese weapon requirements are revealed.

Exception: A hero cannot stand in for the **flanking** or **close combat** requirement.

A hero can increase your attack strength by one, instead of providing a weapon wild card, at your option.

This benefit is not cumulative. If more than one hero is involved in an attack, you may only name one wild card weapon or strength increase.

8.25 HQ Radios.

US regimental HQ units possess radios, a weapon requirement for defeating certain Japanese units. A US unit attacking a Japanese position from an adjacent hex when in command of an HQ may include the HQ's radio among its weapon capabilities.

8.26 Naval Fire

The **naval fire** weapon requirement can be met by expending a naval fire marker as a part of the US attack (see 8.5). In addition, a hero's wild card can satisfy the naval fire requirement.

8.27 Infantry Range.

Infantry units with four steps and heavy infantry units with two, three or four steps have a range of 2. When such a unit is attacking from an

adjacent hex, it has all the weapon capabilities listed for its type on the US Weapons Chart. When participating in an attack from a non-adjacent hex, a ranged infantry unit can bring fewer of its weapons to bear, as noted on the chart.

8.28 Tank Weapons.

As noted on the US Weapon Chart, the weapon capabilities of a US tank unit depends on its range from the target hex. At a range of 1-6 hexes, the tank fulfills the requirement for artillery (AR) and a bazooka (BZ); at a range of 1-3 hexes, the tank also fulfills the requirement for a browning automatic rifle (BR) and a machine gun (MG). At a range of 1 hex, amphibious tanks also fulfill the requirement for a flamethrower (FT).

8.3 Resolving an Attack

Resolve an attack by comparing the strength and weapons of the attacking US units to the strength and weapon requirements of the units and markers in the Japanese-occupied hex under attack. The Japanese defenders may become disrupted, lose their depth marker, gain a depth marker, or be defeated as a result of the attack. A defeated Japanese unit is removed from play, temporarily or permanently. US units may become disrupted as a result of attacking, and sometimes lose a step.

Once you have declared an attack action against a Japanese-occupied hex and selected all the US units performing actions to participate in the attack (including expenditure of a naval fire or Dauntless airstrike marker if you have either), resolve the attack as follows:

- 1.** Reveal the Japanese unit, if not revealed. If the hex has an unrevealed depth marker, do *not* reveal it yet.
- 2.** Add up the total strength of your attacking units and compare it to the strength total of the revealed Japanese unit and depth marker (if present and revealed). The Japanese strength may be increased by the terrain in the Japanese position's hex, as noted on the Terrain Effects Chart.
- 3.** Check to see if your attacking units possess all the weapons required to defeat the revealed Japanese unit and depth marker (if present and revealed). If a hero is participating, the hero may stand in for one required weapon other than **FL** or **CC**.
- 4.** Refer to the US Attack Table. Use the upper section of the table if you do not possess the required weapons; use the lower section if you do. Locate the line corresponding to the numerical comparison of your attack strength to the Japanese defense strength. Locate the column corresponding to the disposition of the Japanese units in the target hex—unit alone, unit with unrevealed depth marker, or unit with revealed depth marker. Cross-index row with column to find the attack result. Attack results are explained on the Attack Table.
- 5.** Apply the attack result to the Japanese unit and marker in the target hex, and to US units if called for. If the target hex includes an unrevealed depth marker, the attack result may direct you to immediately reveal the marker, recalculate the weapon and strength comparison, and consult the Attack Table again.

8.31 Multi-Unit Attacks

An attack by more than one unit against a Japanese-occupied hex is resolved as a single attack. Add the strengths of all your participating units together to acquire a single strength total, and utilize all the

weapons of your participating units. A given Japanese occupied hex may be attacked only once in a given US action phase.

8.32 Attacking Position Groups

Hexes in a position group are attacked individually. Japanese units in the other hexes of the position group do not aid the defense of the attacked hex and are not affected by the outcome of the attack.

8.33 Japanese Withdrawal.

When a US attack defeats an elite Japanese unit in the invasion scenarios, the unit *withdraws* instead of being eliminated, if it can trace Japanese communication at the moment of attack (see 11.2 and 11.23). Place the withdrawn unit face down in the Japanese Reserve Box. Place defeated units not eligible to withdraw in the Japanese Eliminated Units box. A unit is not eligible to withdraw if not elite, or not in Japanese communication. Withdrawal does not apply to the BNR scenario.

8.34 No Advance After Combat

There is no "advance after combat" when a Japanese unit is defeated by an attack—do not move your attacking units into the vacated hex.

8.4 Conducting a Barrage Action

US tank and artillery units may barrage **revealed** Japanese units.

A tank unit may conduct an action to barrage an eligible Japanese-occupied hex, if the tank unit is in range of but not adjacent to the target hex, and either of the following are true:

- The tank unit occupies a hex in the field of fire of the target hex; or
- An undisrupted infantry or engineer unit occupies a hex in the field of fire of the target hex. The unit is considered to be observing for the tank unit. Observing is not considered an action. In order for an infantry unit to observe for the tank unit, either the tank unit or the observing unit must be in command of any HQ.

An artillery unit may conduct an action to barrage an eligible Japanese-occupied hex if all the following conditions are met:

- The artillery unit is in range of but not adjacent to the target hex.
- The artillery unit is not in a hex in the field of fire of any non-disrupted Japanese unit.
- The artillery unit is in command of a regimental HQ.

If these conditions are met, draw a fire card and refer to the US Barrage table. Cross reference the strength of the barraging unit with the card's fire colors and target symbols to determine how the Japanese position is affected by the barrage. If the target unit is in a coral or mountain hex, use the column of the table one to the left of the barrage strength.

8.41 Eligible Barrage Targets.

A Japanese position may be barraged only if revealed.

8.42 Multi-Unit Barrages

A Japanese-occupied hex may be barraged by any number of units in a combat phase, but each firing unit barrages alone. You may not combine the strengths of units into one barrage. Draw a separate fire card for every barrage you conduct.

CLOSE COMBAT EXAMPLE

Continuing from **US Attack Example 5**, a close combat occurs in hex 0216. You begin the close combat procedure by revealing the Japanese unit and depth marker.

Next you pull cards from the deck to form draw piles for the opposing forces. You take five cards for the US side (4 cards for the number of US steps and one card for possessing flamethrowers), and you take four cards for the Japanese side (1 for the unit, 1 for the depth marker, 1 for a strength total of four or more, and 1 for the unit's CC requirement).

Now you reveal cards for each side in turn, beginning with the Japanese side. Cards showing a blue position color will result in a hit, because that is the Japanese position's color.



Japanese Card 1



US Card 1



Japanese Card 2



US Card 2



CC: Reinforce



Japanese Card 3



US Card 4



8.43 No Combined Attacks

A Japanese-occupied hex may not be attacked and barraged in the same phase. A barrage against a hex in a position group affects only the units in the target hex.

8.44 No Friendly Fire

A hex occupied by both US and Japanese units may not be barraged

8.5 Naval Fire and Dauntless Airstrike Markers

You receive naval fire and dauntless airstrike markers as a result of event card draws. You may expend one of these markers to support a US attack, or to conduct a separate barrage.

8.51 Attacks Eligible for Support

You may expend a marker to support a US attack if a unit participating in the attack has a radio or is in command of an HQ (thus having access to the HQ's radio). If this requirement is met, your attack is supported in two ways;

- the strength of the marker (9) is added to your attack strength,
- the weapon requirements for artillery (AR) and demolitions (DE) are met. If expending a naval fire marker (only), the weapon requirement for naval artillery (NA) is met.

8.52 Barrage with Naval Fire or Dauntless Airstrike

You may expend a marker to conduct a barrage against any Japanese position meeting the eligibility requirements of 8.41, as long as at least one undisrupted US infantry unit with a radio or in command of any HQ is in the target's field of fire. If these requirements are met, conduct the barrage per the procedure in 8.4. When resolving the barrage, a Dauntless Airstrike is considered to have the ♦ target symbol, and a naval barrage is considered to have both the ● and ▲ target symbol, as noted on the barrage table.

8.53 Marker Barrage is a Free Action

A naval artillery or dauntless airstrike barrage is considered a free action and may be performed at any time during the US Action Phase. However, a single Japanese-occupied hex may not be subject to a barrage and an attack in the same US action phase.

8.54 Saving Markers

You may use a naval fire or dauntless airstrike marker in the turn you receive it, or you may save it to use in a subsequent turn. However if you hold all the naval fire or dauntless markers, disregard an event calling for you to gain another. Once you use the marker, discard it.

8.6 Close Combat

Close Combat may occur at two points in the sequence of play, and is resolved separately in each hex containing opposing units:

- In the Japanese Action Phase, if a Japanese unit moves into a US-occupied hex, the Japanese unit immediately conducts close combat against US units in the hex;
- In the Close Combat step of the US Action Phase, after all US actions are completed, conduct close combat in each hex containing both US unit and Japanese units.

Close Combat Procedure. Resolve each close combat as follows:

1. Reveal all unrevealed Japanese units and depth markers in the hex.
2. Draw cards blindly for each side and place them face down in a Japanese pile and a US pile.

For the US, draw one card for each step possessed by units in the combat, up to a maximum of four cards, even if more than four steps. Then draw additional cards for the US side:

- One additional card if one or more US units with a flamethrower (**FT**) are in the combat;
- One additional card if one or more US heroes are in the combat.
- One additional card if the Japanese unit is in counterattack stance (13.4)

For the Japanese, draw one card for the unit and another for the depth marker, if present. Draw additional cards for the Japanese side:

- One card if the Japanese are attacking and not in counterattack stance;
- One card if the Japanese force has a total strength of 4 or more, not modified by terrain;
- One card for each close combat (**CC**) requirement listed on the Japanese unit and depth marker in the combat;
- One card (only) if any of the following apply:
 - the Japanese unit occupies mountain, coral or jungle terrain
 - the Japanese unit is a tank or if
 - a night turn is underway.

3. Reveal a card from the Japanese pile

- a. If the card shows a Close Combat event, implement the event (8.7).
- b. Then, if the card shows the color of the position in which the close combat is occurring, discard the top card from the US pile and remove a step from a participating US unit of your choice. You may eliminate a US hero in close combat instead of eliminating the last step of the unit to which the hero is assigned.
- c. Finally, you may conduct US *withdrawal under fire*, at your option.

4. Reveal a card from the US pile (Exception:** If the US units are disrupted, remove the disruption marker instead of revealing a card.)**



- a. If the card shows a Close Combat event, implement the event (8.7).
- b. Then, if the card shows the color of the position in which the close combat is occurring, discard the top card from the Japanese pile (if any). Then do the first of the following that applies:
 - If the Japanese participants are not disrupted, place a disruption marker.
 - If already disrupted, remove a depth marker from the Japanese participant.
 - If already disrupted and no depth marker is present, eliminate the Japanese unit.

If the card shows neither an event or the position color, the revealed card has no effect. In any case, discard the revealed card.

Repeat steps 3 and 4 until all participating units on one side are eliminated, or until all cards on both sides have been revealed. If one side runs out of cards before the other, continue revealing cards for the other side one after the other. If cards remain undrawn at the conclusion of a close combat, return the undrawn cards to the top of the card deck.

Counterattack Adjustment. If the Japanese unit in a close combat is in counterattack stance (13.4) and any US units are adjacent to the close combat hex, reverse the order of steps 3 and 4. That is, the US side reveals the first card.

8.61 Ending Close Combat by elimination.

The close combat ends immediately if all units of one side are eliminated, or if the Japanese are eliminated by the *Conscripts surrender* CC Event. The survivors remain in the hex, **and become disrupted**.

Exception: A Japanese unit conducting close combat in a non-position hex as part of the **Assault** action becomes disrupted and is moved to a nearby position hex, per the action description (12.8).

Place elite Japanese units eliminated in close combat in the eliminated units box. Remove all non-elite Japanese units eliminated in close combat from play.

8.62 Ending Close Combat by exhaustion.

The close combat ends if both sides' card piles are exhausted. Surviving defending units remain in the hex, disrupted.

Place US units surviving a close combat in a land hex or hexes adjacent to the CC hex and closest to the direction from which they entered the close combat hex, disrupted.

Return surviving attacking Japanese units to the position from which they entered the close combat, disrupted. If the attacking Japanese unit came from the reserve box, return it there.

8.63 Ending Close Combat by US Withdrawal.

You may choose to withdraw all participating US units during a close combat following the reveal and implementation of a Japanese card, even if your units are disrupted. To withdraw, draw one more Japanese card and implement its results (and event if any). Then place the surviving US units in a hex adjacent to the close combat hex. If more than one hex is available, in a hex from which US communication can be traced, then you choose.

8.64 Japanese Tank units in close combat.

Japanese tank units sometimes conduct close combat against US units in non-position hexes (13.2, Overrun, and 13.42, Counterattack). In this case, use the color on the tank unit's counterattack marker or if there is none, on the tank counter, as the position color when checking for close combat hits by both sides. If the Japanese tank unit survives the Close Combat in a non-position hex, place it in the nearest unoccupied position, disrupted.

8.65 Disruption in Close Combat.

Japanese units can begin a close combat in a disrupted state and can become disrupted during close combat. US units can start a close combat disrupted (if initiated by the Japanese) but do not become disrupted as a result of close combat card draws. Being disrupted does not affect a Japanese unit's conduct of close combat; whereas a disrupted US unit in close combat must spend a close combat round removing the disruption.

8.66 Japanese Survivors

Japanese units and depth markers that survive a close combat remain revealed. A Japanese unit that becomes disrupted by close combat during the Japanese Action Phase becomes undisrupted at the end of that Phase if in a position hex of a color shown on the current Japanese Fire card."

8.7 Close Combat Events

Conscripts surrender. If the Japanese unit is not elite, is not a tank unit and has no depth marker, the unit is eliminated. The combat is over. Remove the unit from play. Disregard if the unit is elite or a tank or has a depth marker.

Heroism. Add a card to the card pile of the side revealing this card and remove a card (if any) from the card pile of the other side. If drawn from the Japanese pile, and the Japanese unit has no depth marker, add a revealed depth marker.

Naval artillery blast. Draw a card from the draw deck (not the close combat draw piles). If the card does not show the color of the CC hex, no event. If the card shows both the color of the CC hex and the target symbol for any US unit in the close combat, remove one step from that unit. If more than one unit in the close combat has the same target symbol remove just one step from the unit with the most steps, then your choice. If no US units in the close combat have the target symbol shown on the card, eliminate the depth marker from the Japanese force in the close combat; if no depth marker, eliminate the Japanese unit.

Reinforce. Add a card to the Japanese card pile, and if the participating Japanese unit has no depth marker, draw and place a depth marker, revealed. If drawn during a counterattack, add depth by flipping the counterattack marker to its depth side.

If this event occurs during a US card play and the card has a hit, the hit and the reinforce event offset each other, treat the card as no event and no hit.

US Fire on Counterattack. If this event is drawn from the Japanese pile during a Japanese counterattack (13.4), treat this card as no hit, regardless of the target symbol colors on the card. If drawn from the US pile during a Japanese counterattack, treat this card as a hit, regardless of the target symbol colors on the card. If a Japanese counterattack is not underway, treat as no event.

US Withdrawal Hit. If US units are conducting withdrawal under fire, remove one step from a participating US unit of your choice.

9.0 JAPANESE UNITS, DEPTH & RESERVES

Japanese units on the map occupy Japanese position hexes. A unit may occupy a Japanese position hex alone, or with one depth marker stacked beneath it. A unit and its depth marker represent a single Japanese force at the position.

At the start of play few Japanese units on the map have depth markers beneath them. During play depth markers and Japanese reserve units enter play in several ways:

- A unit without a depth markers gains one as called for by an event, or as the result of an unsuccessful US attack, or via the Japanese **Re-Supply** or **Muster** action.
- Units in the Japanese reserve box may be placed in position hexes as a result of a **reinforcement** event, the Japanese **Reinforce** action, or when a depth marker is revealed to be a tactical reinforcement.

9.1 Revealing Japanese Units and Depth Markers

Japanese units and depth markers are initially placed on the map face down (unrevealed), unless otherwise specified. The general type of unit or marker is identified on the back of the counter. An unrevealed unit exerts a field of fire and may conduct actions.

A Japanese unit is revealed as the result of US actions—usually an attack (see Section 8). When a Japanese unit is revealed in a US attack, its depth marker remains unrevealed until such time as the unit is subject to a sufficiently strong attack. At that time the unit's depth marker is revealed to add to the unit's defense. A revealed Japanese unit or depth marker remains revealed until removed from the map, or until the special Turn 13 night turn (Section 16). A revealed Japanese unit may also become unrevealed by certain US attack results.

9.2 Adding Depth to Japanese Units

Depth markers are added to Japanese units during play as a result of event card draws, Japanese actions and sometimes as a result of an unsuccessful US attack (see the US Attack Results Chart). An event may require you to add a depth marker to one unit, or to add depth markers to two units.

To resolve a depth marker event, choose one Japanese without a depth marker, other than a tank unit or unit in counterattack mode, and place a depth marker beneath it. If there is more than one eligible Japanese unit without a depth marker, choose a unit based on the following priorities:

1. Choose the Japanese unit closest in hexes to a US unit.
2. If two or more units are equidistant choose a unit in a position adjacent to a US beach landing hex in before choosing a unit in any other position.
3. If there is still more than one eligible unit, place the depth marker in the position with the lowest ID number. If two or more positions have the same number, place the marker in the position with the lowest letter.

If the event calls for the placement of two depth markers, repeat this procedure.

A Japanese unit must be in *communication* in order to receive a depth marker (11.2). Disrupted units may receive a depth marker. If no unit is eligible to receive a depth marker, no depth marker is placed. A depth marker may only be placed in a Japanese position occupied by a Japanese unit. Depth markers never occupy a hex on their own. (**Exception: BNR scenario, 18.31**).

9.21 Placing depth markers.

Upon selecting a Japanese unit to receive a depth marker, randomly draw a depth marker from the depth marker pool and place it beneath the unit, unrevealed.

9.22 Re-placing depth markers

A depth marker may be placed with a Japanese unit that previously lost its depth marker due to US attack or barrage. There is no limit to the number of times a Japanese unit may lose a depth marker and receive another, as long as it is in Japanese communication.

Tank exception: Each Japanese tank unit begins the game with a depth marker, and may not receive another, even if the original depth marker is lost.

9.23 Depth marker depletion.

Depth markers are removed from play when eliminated; they are never returned to the depth pool. If the depth pool is empty when a depth marker is called for, take no depth marker—the Japanese have run out of depth.

9.3 Reserve Unit Placement Triggered by a Reinforcement Event

Japanese reserve units enter play when an event card draw directs you to place a Japanese reinforcement unit. For each reinforcement called for by an event, draw a Japanese reserve unit at random from the reserve pool. Place the unit face down *with a depth marker* in an empty Japanese position hex in *communication*. Select the specific position hex using the following priorities:

- a position hex adjacent to a US unit. Place in the hex with the lowest position number if two or more are adjacent.
- a position hex within two hexes of a US unit. Place in the hex with the lowest position number if two or more qualify.
- The hex with the lowest position number.
- The hex with the lowest position letter.

9.31 Reinforcement units enter play with a depth marker.

Once you have determined the reinforcement unit's position draw a depth marker from the depth pool and place it beneath the reinforcement unit, unrevealed.

9.32 Positions eligible for reinforcements

A Japanese position must be in communication in order to receive a reinforcement unit (see 11.2). Note that an unoccupied position may be adjacent to US units and still be in communication, and thus eligible to receive a reinforcement. If no positions can trace communication, the reinforcement unit does not appear. A reinforcement unit may not be placed in a position occupied by a Japanese or US unit. A reinforcement unit may be placed in a position hex that is part of a position group, even if the other hex in the group is occupied by a US or Japanese unit.

9.33 Empty Reserve Pool

If the reserve pool is empty when a reinforcement unit is called for, the reinforcement does not enter play.

9.4 Japanese Tactical Reinforcements Triggered by a Depth Marker

A Japanese reinforcement unit enters play when you reveal a depth marker reading *Tactical Reinforcement*. When this happens, immediately conduct the following:

- Remove the depth marker from play.
- Draw a unit from the Japanese reserve pool and place it in the unoccupied position hex nearest to the position from which you removed the depth marker.
- If two or more positions are equidistant, place the reserve in the position closest to a US unit. If still equidistant, place the reinforcement in the lower numbered position, then lowest lettered position.

If the reserve pool is empty, the tactical reinforcement does not enter play.

A depth marker revealed to be a tactical reinforcement during close combat does not contribute a card to the close combat. Place the arriving tactical reinforcement unit after resolving the combat.

10.0 US HEROES & HEADQUARTERS

Key US individuals and command formations are represented by hero markers, infantry/HQ units and regimental HQ units. These types are collectively referred to as *leaders*.

10.1 Heroes

Heroes are individual soldiers and low level officers who performed above and beyond the call of duty, inspiring their fellow soldiers with initiative and courage in the face of overwhelming danger. *DDaP* includes counters naming some of these men. All hero markers are identical in capability.

10.11 Hero Entry.

A hero enters play each time you draw the *Hero* event (if available, see 10.17). Place a hero marker on a US unit of your choice. A hero is considered part of the unit to which you assign him and may not be transferred to another unit and may not be alone in a hex. Keep a hero's marker directly on top of his assigned unit. When a unit with a hero is eliminated, the hero (or inspired marker) is also removed from play.

10.12 Hero Free Action.

A unit with a hero may perform an action for free in the US action phase. The free action is awarded only to the individual unit, not all units in the hex.

10.13 Hero Attack Wild Card.

A hero with a unit attacking a Japanese unit from an adjacent hex provides the attack with one of the following benefits:

- When checking to see if you have the weapons required to defeat the Japanese position the hero counts as one required weapon of your choice, other than *close combat* or *flanking*; or
- When calculating and comparing your Attack strength to the Japanese defense strength, you may use the hero to increase your strength by 1.

10.14 Hero in Close Combat.

If US units involved in a close combat include one or more heroes, you draw one additional card for the US side (8.6).

10.15 Hero Sacrifice.

A hero may be killed by Japanese fire (see 10.4). You may also voluntarily sacrifice a hero in the following circumstance to save a unit: If a hero is with a **one-step** unit that must take a step loss as a result of close combat or Japanese fire, you may choose to sacrifice the hero instead of eliminating the unit.

10.16 Inspired Units.

When a hero is killed by Japanese Fire or voluntary sacrifice, his marker is flipped over to the *inspired* side and remains with his unit as long as the unit is in play. A unit with an inspired marker may perform an action for free in each US action phase. An inspired unit does not receive the hero's attack wild card bonus or close combat card draw.

10.17 Countermix Limit

The countermix includes eight Hero markers. Once all eight hero markers have been placed, no more heroes enter the game. As noted in the event description, if the hero event occurs after all eight heroes have entered play you may instead reveal a Japanese unit of your choice adjacent to a US unit.

10.2 Regimental Headquarters

The three regimental headquarters of the 1st Marine Division are represented by HQ units, each comprising the regiment's commander, his staff and equipment.

10.21 Regimental HQ Capabilities

Each regimental HQ unit has the following capabilities:

- An HQ performs an action for free.
- An HQ commands all US units in the HQ unit's hex and in all adjacent hexes at the start of the US action phase, regardless of the units' designations.
- A unit in command of an HQ may perform an action for free.
- A unit that attacks a Japanese position from an adjacent hex while in command of an HQ is considered to possess a radio.
- An HQ enables tank and artillery units in its command to conduct ranged fire (see 8.1).
- Starting with Turn 8, an HQ may establish a command post to increase the range of its command.
- An HQ unit does not count as a unit for purposes of stacking.

10.22 Regimental HQs and Close Combat.

You cannot move a regimental HQ unit into an enemy occupied hex. If a Japanese unit enters a hex occupied by a regimental HQ unit, the HQ is considered a one-step unit for purposes of drawing cards and elimination in the ensuing close combat.

10.3 Infantry/HQ Units

Design Note: Reorganization of US Marine divisions in 1944 increased the manpower and support weapons in each infantry battalion's HQ company.

US infantry units with "HQ" in their designation have the properties of infantry units and have limited HQ capabilities. These units can also be recognized by their star symbol (in place of a normal target symbol). Each infantry/HQ unit has the following HQ capabilities:



JAPANESE COMMUNICATION EXAMPLES

Group 1: The Japanese unit is not in communication. Every hex around the unit is occupied by or controlled by a US unit.

Group 2: The three Japanese units are in communication. Each unit can trace a communication path to two other Japanese positions. The one-step US infantry unit in hex 0411 controls only the hex it occupies, allowing Japanese communication to be traced through hex 0412. If that unit had three or more steps, it would block the communication trace, putting all three Japanese units out of communication.

Group 3: The three Japanese units are in communication.

Group 4: The two Japanese units are not in communication. Each unit can trace communication to just one other unit. Note that the units are not in communication with Group 3 because they are not allowed to trace communication through US landing beach hex 0214.

Group 5: The two Japanese units in the orange position group are in communication if they can trace communication paths of any length to at least two Japanese units in different positions outside the depicted section of the map. Note that even though the orange position has units in two hexes, it counts as just one position for tracing communication.

- An infantry/HQ unit performs a free action.
- An undisrupted infantry/HQ commands any infantry unit in its hex, regardless of designation. An infantry/HQ may not command unit types other than infantry
- An infantry unit in command of an infantry/HQ unit may perform an action for free.

Infantry/HQ units conduct actions like other infantry units, and count toward stacking limits.

10.4 Japanese Fire against Leaders

A leader (a hero, regimental HQ or infantry/HQ unit) may be hit by Japanese fire during the Japanese Fire phase. If a fire card includes a Japanese position color with a star, a position of that color may hit a leader in its field of fire.

- If a hero is hit, he is killed; flip his marker to the inspired side.
- If a regimental HQ is hit, remove it from the map and place it two turns ahead on the Turn Track. *For example, if hit on Turn 6, place it on Turn Track space 8.* The HQ will re-enter play via amphibious operations.
- If a two-step infantry/HQ unit is hit, it loses a step. A one-step infantry/HQ unit is eliminated when hit.

10.41 Leaders Hit Last

Select a leader to take a hit only after assigning hits to other eligible US units, regardless of the type of fire in the leader's hex. If the number of other units eligible to be hit equals or exceeds the Japanese position's hit limit, the leader is not hit.

10.42 Leader Disruption

Heroes and regimental HQs do not become disrupted by Japanese fire or actions, although the units they are stacked with may. Infantry/HQ units may become disrupted due to close combat and enemy fire and actions.

11.0 CONTROL & COMMUNICATION

Each US unit *controls* the hex it occupies and most US units control adjacent hexes. Japanese units do not control hexes per se; they affect nearby hexes through their fields of fire. US control affects whether Japanese communication can be traced to a Japanese position or hex. Japanese fields of fire affect whether US communication can be traced to a US unit or hex.

11.1 US Control

A US unit of the following types controls the hex it occupies.

Infantry with one or two steps	Artillery
Infantry/HQs	Regimental HQs
Engineers	Command posts
Garrisons	

A US unit of either of the following types controls the hex it occupies and all six adjacent hexes around it, even if disrupted:

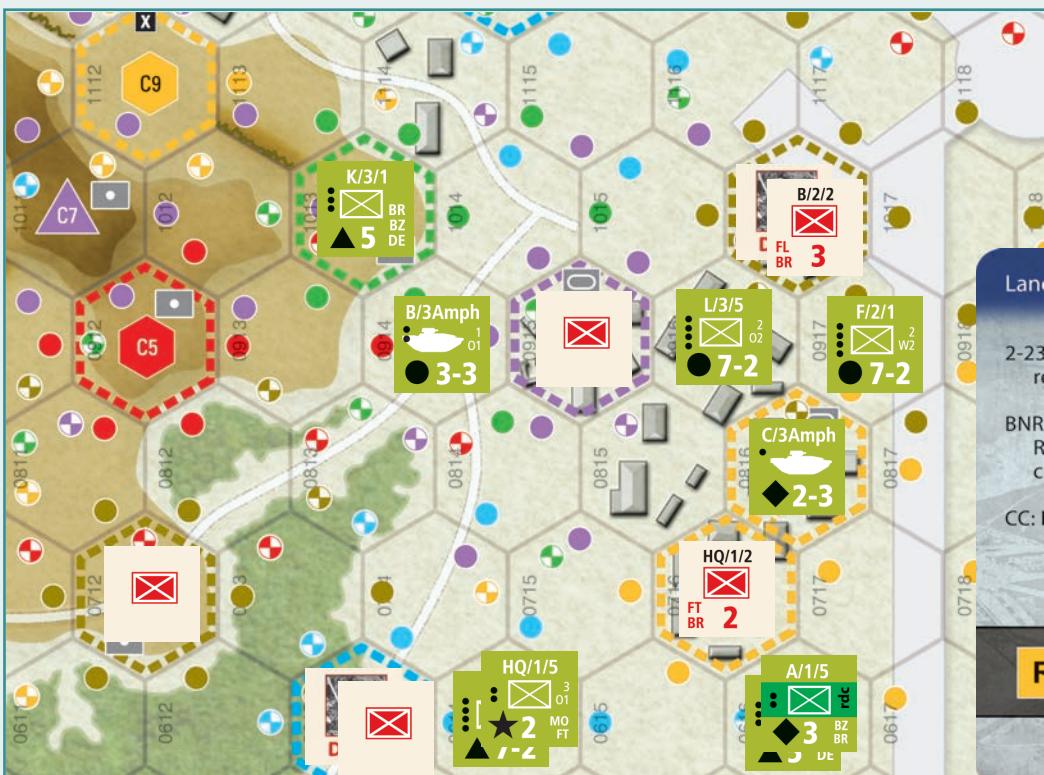
- Infantry with three or four steps
- Tanks of any step level

Two US infantry, infantry/HQ or engineer units stacked together in any combination and possessing three or more total steps control the hex they occupy and all six adjacent hexes, even if disrupted.

11.11 Units in close combat

A US unit in a hex with a Japanese unit does not exert control over any hex.





JAPANESE ACTION EXAMPLES

The Japanese Fire Phase of Turn 10 is underway. Lettered actions M, R, P and A are available. You draw fire card #17 showing, in order from left to right, position colors of orange [R], blue [P] and brown [A].

You check positions in the order they appear on the action card: orange first, then blue, then brown. There are two orange positions, so the westernmost orange position acts first.

- Hex 0716 of orange position group B13/14 is occupied and US units are in its field of fire. Reference to the Japanese Action Summary shows the position would be eligible for the Resupply action. However the unit cannot trace Japanese communication and so cannot gain a depth marker. Therefore the Japanese unit just conducts fire and is eligible to hit one US unit.
- Orange position C9 (hex 1112) is unoccupied and US units are within three hexes. The position is eligible to conduct the Reinforce action. You draw a Japanese unit from the reserve pool and a depth marker from the depth pool and place both in position c9, unrevealed. Then the newly occupied

position conducts fire. US unit K/3/1 is in the position's steady field of fire but does not have the target symbol shown on the fire card, so is not hit.

- Blue position B12 (0613) is occupied and has US units in its field of fire. The position conducts the Patrol action, resulting in the disruption of the three US infantry units in the position's field of fire. US leaders are not affected by patrol actions, so US unit HQ1/5 is not disrupted.
- Brown position C1 (0712) is occupied and has no US units in its field of fire. The position has artillery and so, in accordance with the Japanese Action Summary, conducts Artillery Fire. If we limit the choice of target to units in this example, a US unit with the target symbol in a clear or airstrip hex is hit by artillery fire. US unit F2/1 in 0917 qualifies and has the most steps so you remove a step from the unit.
- Brown position B19 (1016) is occupied and has US units in its field of fire. The position conducts the Assault action. You move the Japanese unit and depth marker into the nearest US-occupied hex in the position's field of fire. 0916 and 0917 are equally near so the unit and depth marker enter the hex occupied by the fewest US steps — unit F2/1 in 0917 now has just three steps due to the just completed Japanese artillery fire. You now resolve a close combat in hex 0917. If the Japanese unit and depth marker survive the close combat, they will be returned to the position hex they just came from.

11.2 Japanese Communication

A Japanese position must be in communication in order to:

- receive a reserve unit (exceptions, *Infiltrate* action and event);
- receive a depth marker;
- withdraw after being defeated by a US attack;
- perform certain lettered actions.

In the *Invasion* scenarios, a Japanese position hex is in communication if you can trace a path of hexes of any length from the position hex to at least two other Japanese-occupied positions or position groups. A position group is considered a single position when tracing Japanese communication. The communication path may not pass through any hexes occupied or controlled by US units. Furthermore, a Japanese communication path may not pass through any of the following hex types: water, swamp (unless traversed by road) or US landing beach.

In the *Bloody Nose Ridge* Scenario, a Japanese position is in communication if it is located in the *Japanese Zone* (see the *BNR* setup card), or if it can trace a path of hexes from its hex to a Japanese-occupied position in the Japanese zone. The communication path may not pass through any hexes occupied or controlled by US units.

11.21 Negating US Control for Communication

A Japanese unit in a hex adjacent to a US unit negates US control of that hex for purposes of tracing Japanese communication through the hex, including tracing communication for the Japanese unit itself.

When tracing communication for an unoccupied Japanese position or for a position occupied by both Japanese and US units, the position's hex itself can be in US control and still be in Japanese communication if a communication path can be traced.

11.22 Timing of communication determination

Communication status of Japanese positions is established at the beginning of the Japanese Fire Phase and does not change throughout the phase. During the Event Phases and the US Action Phase, Japanese communication status is determined at the moment it is required.

11.3 US Communication

US units must be able to trace communication in order to secure Japanese position hexes for victory purposes (15.2). A hex is in US communication if you can trace a path of hexes of any length from the hex to any US landing beach hex. The path may not pass through any hexes occupied by or in the field of fire of a Japanese unit.

11.31 No communicating through Japanese fields of fire

US communication may not be traced into or through a hex in the field of fire of a Japanese unit **even if that hex is occupied by a US unit**. A Japanese position's field of fire extends into all hexes with fire dots emanating from that position, even if the Japanese unit occupying the position is disrupted. An empty Japanese position has no field of fire for purposes of tracing US communication.

12.0 JAPANESE LETTERED ACTIONS

As the game progresses, Japanese positions gain the ability to conduct actions other than firing, as called for by action letters appearing with the position colors on the Fire cards.

At the beginning of turns 3, 5, 7 and 9 and 11 actions associated with an action letters **M, R, P, A** and **I** become available to Japanese units, as noted on the Turn Track and the Japanese Action Summary.

For example, at the start of turn 3 actions on the Japanese Action Matrix identified with the letter M become available. From this point forward, when a position color on a fire card includes the letter M, positions of that color may conduct Machine Gun fire, Mortar Fire or Muster in certain situations, instead of regular fire. A position of that color occupied by a Japanese tank unit may conduct Multiple Fire.

In the *Bloody Nose Ridge* scenario, all lettered Japanese actions are available on all turns.

Letterred actions may be performed by Japanese-occupied positions with and without US units in their fields of fire. In some cases, even *unoccupied* Japanese positions may perform actions. Action letters stand for a variety of actions, depending on the situation of the Japanese position.

Procedure: When you draw a fire card, check all the following types of Japanese positions matching the colors on the fire card to determine if each fires or conducts some other action:

- every Japanese occupied position,
- every unoccupied position within three hexes of a US unit and in Japanese communication.
- If a position color on the card shows the "I" action, also check unoccupied positions not in Japanese communication.

For each position, refer to the Japanese Action Chart, cross-referencing the position's situation with the symbol/letter on the fire card to determine if the position conducts the action represented by the letter, or if it fires normally, or if it conducts no action. If a check results in fire or other action, conduct the action immediately, before checking the next position.

Once lettered actions come into effect, the sequence in which you check Japanese positions for fire and actions may have an impact on play.

Therefore, check all positions matching the first (leftmost) position color on the card first, then all positions matching the second color, then the third. Within a position color, check all positions hexes in order from west (closest to you) to east.

For purposes of performing actions, a position group is considered unoccupied if none of its hexes are occupied by Japanese units and at least one of its hexes is not occupied by US units. A given Japanese position or unit is checked for an action just once per Japanese Fire Phase.

12.1 Mortar Action [M]

Eligible position: Occupied position with no US units in its field of fire.

The Japanese unit fires mortar shells at US units within the position's mortar range.

Mortar range for units in positions other than mountaintop positions is **four** hexes.

Mortar range for **mountaintop positions** is defined by the mountaintop mortar range boundary.

All hexes within a position's mortar range may be hit by mortar fire. Treat all hexes within the position's mortar range as if in the position's **steady** field of fire. US units (including armor) with the target symbol indicated on the fire card are eligible to be hit. A unit hit by mortar fire loses a step but is not disrupted.

12.11 Multiple Mortars or Targets

Mortar fire from a Japanese position with two or more units or a depth marker may hit up to two US units. Mortar fire from a position with one lone unit hits just one unit. If the number of eligible US units with the target symbol exceeds the mortar fire limit, choose units with the most steps. If steps are equal, you choose the target.

12.12 No Eligible Targets

If no US units with the target symbol shown on the Japanese fire card are within mortar range of the position, the position conducts no action.

12.2 Muster Action [M]

Eligible positions: Unoccupied position in Japanese communication within three hexes of a US unit.

Place a reserve unit and depth marker in the position.

12.21 Mustering in a Position Group

If both hexes in a position group are eligible for the Muster action, place a reserve unit and depth marker in just the lower numbered position.

12.22 Placement Priority

If there are more positions eligible for muster than available units, place the units in the hexes that are closest to US units.

12.3 Re-Supply Action [R]

Eligible position: Occupied position with US units in its field of fire.

If one or more Japanese units in the position have no depth marker and can trace communication, draw and place a depth marker for each such unit, face down. After checking for depth marker placement, all units in the position fire.

12.4 Redeploy Action [R]

Eligible position: Occupied position with no US units in its field of fire.

The Japanese unit in the position hex redeloys to an unoccupied position hex within three hexes of its current position and closer to the nearest US unit. If a destination position meets these conditions, move the unit and its depth marker (if any). If these conditions are not met, the position conducts no action. If more than one unoccupied position qualifies, place the unit in a qualifying position hex of a different color; if more than one or none, in the position nearest the redeploying position; then in the lower numbered position. If after redeploying, any US units are in the newly-occupied position's field of fire, conduct fire, regardless of the color of the new position.

12.41 Redeployment in a position group

A Japanese unit may redeploy to a position hex in the same or different position group.

12.5 Reinforce Action [R]

Eligible positions: Unoccupied position in Japanese communication within three hexes of a US unit.

Place a reserve unit and a depth marker in the position. If after reinforcing, any US units are in the newly-occupied position's field of fire, conduct fire.

12.51 Reinforcing a position group

If both hexes in a position group are eligible for the reinforce action, place a reserve unit and depth marker in the lowest numbered eligible hex only.

12.52 Reinforcement priority

If there are more positions eligible for reinforcement than available reserve units, place the units in the hexes that are closest to US units. If no depth markers are available, place a reserve unit alone.

12.6 Patrol Action [P]

Eligible position: Occupied position.

The position does not fire. Instead it conducts probes and quick attacks to scout and harass the enemy. Place disrupted markers on every US unit, regardless of target symbol, in hexes in the position's field of fire.

If there are no US units in the position's field of fire, place a disrupted marker on just one US unit within four hexes of the position. This range may be traced across shallow hexes but not sea hexes. If more than one US unit

is within this range, disrupt the closest unit, then the unit with the target symbol shown on the fire card, then with the greater attack strength. Your choice if strengths are equal.

If no undisrupted US units are within four hexes of the Japanese position, the position conducts no action.

Leaders are not disrupted by patrol actions.

12.7 Artillery Fire Action [A]

Eligible Position: Occupied artillery position with no US units in its field of fire.

One US non-leader unit is hit, regardless of distance. Choose a US unit **with the target symbol shown on the fire card** to lose a step, in the following priority:

1. In a beach landing box.
2. In a US landing beach hex.
3. In a clear or airstrip hex
4. In the field of fire of any non-disrupted Japanese unit.

If you need to select from among units within one of these priorities, select the unit with the most steps. If a choice still remains, you choose which unit is hit. If there are no US units with the target symbol shown on the fire card eligible to be hit, the position conducts no action.

A position need not be in communication to conduct the artillery fire action, but must be an artillery position. A position hex containing an *artillery destroyed* marker is considered a non-artillery position.

12.8 Assault Action [A]

Eligible position: Occupied position without artillery.

If a Japanese-occupied position has US units in its field of fire, move the Japanese unit and its depth marker (if any) from the position into a hex occupied by one or more of those US units, then conduct close combat.

If more than one US unit is in the position's field of fire, choose the unit or units in the hex closest to the Japanese-occupied hex you are checking. If hexes are equidistant, choose the hex with the fewest US steps, then your choice. The US unit need not be in a position hex.

If a Japanese-occupied position has no US units in its field of fire, move the Japanese unit and depth marker to a position hex no more than three hexes away from its current position and closer to the nearest US unit. The unit may move into an unoccupied or US-occupied position hex. If entering a position hex with US units, conduct close combat. If entering a position hex with a garrison marker, remove it.

If two or more eligible positions are equidistant from the nearest US unit, move to the position closest to the Japanese unit's current position, then you choose.

12.81 Assault by position group

If both hexes of a position group are Japanese-occupied positions, check each position hex separately for assault.



12.82 Assault timing

Units conducting the assault action gain the benefit of any disruption or step loss inflicted on US units by other Japanese units in the phase.

12.83 Close combat initiation

If the assault action results in a close combat in a non-position hex, use the color in the position hex from which the Japanese unit began its assault to resolve the close combat. If the assaulting unit survives the close combat in a non-position hex, return it to the position hex from which it came, disrupted.

12.9 Ambush Action [A]

Eligible position type: Unoccupied position in Japanese communication with US unit in its field of fire.

The ambush action is conducted by an *unoccupied* Japanese position and represents fire from a reconnoitering or infiltrating force. An ambush is resolved using the *Ambush* column of the Japanese Fire Chart. An Ambush hits one US unit of any type with the indicated target symbol in a hex in the position's intense field of fire; the US unit loses a step. If there are no such units, the ambush disrupts one US unit with the indicated target symbol in a hex in the position's steady field of fire.

12.91 One unit affected

No more than one US unit may be affected by an Ambush from a single position or position group. If more than one US unit with the indicated target symbol is eligible to be hit, select the unit closest to the Japanese position, then the unit with more steps. If steps are equal, you choose.

12.10 Infiltrate Action [I]

Eligible position type: Unoccupied Japanese position NOT in Japanese communication and within three hexes of a US unit.

Place a reserve unit (but not a depth marker) in the position. The unit does not fire in the Japanese Fire Phase in which it is placed.

12.101 Infiltrating a position group

If both hexes in a position group are eligible for the infiltration action, place reserve units in both hexes.

12.102 Infiltration priority

If there are more positions eligible for infiltration than available units, place the units in the hexes that are closest to US units.

13.0 JAPANESE TANK UNITS

The Japanese forces include four tank units. During play, when a tank's position is selected to perform an action, the tank performs actions specific to tanks.

13.1 Japanese Tank Extended Field of Fire

A position occupied by a Japanese tank unit projects a steady field of fire into all hexes one hex beyond the position's printed field of fire (that is, all hexes outside of but adjacent to a hex in the position's printed field of fire).

13.2 Japanese Tank Actions

A Japanese tank unit performs an action when its position color appears on the Japanese Fire card. Tank units may also perform an action as the result of an event.

It is possible for a Japanese tank unit to be in a non-position hex. In this situation, use the color on the tank unit as its position color. When in a position hex, use the hex's color.

Initial Tank Disruption. All Japanese tank units start the game disrupted. The first action a tank unit performs is to remove the disruption marker.

Default Tank Action: Fire or Advance. A tank activated by a position color without a lettered action, or with the [I] action letter, performs the *Fire or Advance* action.

Fire, if any US units are in the tank unit's field of fire.

Advance if no US units are in the tank's field of fire. Move the tank unit and depth marker (if any) to a position hex that is unoccupied or occupied by a non-armored Japanese unit, and no more than three hexes away and closer to the nearest US unit. If two or more eligible positions are equidistant from the nearest US unit, move to an unoccupied position, then the position closest to the tank unit's current position, then to the highest numbered position. A tank unit will move to a Japanese-occupied position only if the unit in that position can trace Japanese communication. If the tank moves to a Japanese-occupied position, the two units swap positions—place the other unit and its depth marker in the position from which the tank unit advanced.

[M] Tank Action: Multiple Fire

- **Fire**, if any US units are in the tank unit's field of fire. Then if any US units remain in the unit's field of fire after resolving the first fire action, conduct a second fire action, resolved as a completely separate action from the first.
- If no US units are in the tank unit's field of fire, no action.

[R] Tank Action: Overrun

- **Fire**, if any US units are in the tank unit's field of fire.
- If no US units are in the tank unit's field of fire, no action.
- If the tank fires but no US units are hit, no further action.
- If the tank fires and hits one or more US units, then move into the hex occupied by the nearest hit unit and conduct **close combat**. If hit US units are equidistant, move to the hex occupied by the fewest US steps, then you choose.

The tank unit may move into a non-position hex when performing this action. If it does so, use the position color printed on the tank's counter to resolve the close combat. If the tank unit survives the close combat in a non-position hex, move the unit to the nearest unoccupied position (this could be the position from which the tank unit came). If unoccupied positions are equidistant, move to the position closest to a US unit, then the lowest numbered position.

[P] Tank Action: Advance and Fire

- Conduct an advance as described in the default action above. Then if US units are in the tank unit's field of fire, **fire**.
- If no move is possible and US units are in field of fire, **fire**.

[A] Tank Action: Double Advance or Fire

- Conduct an advance, as described in the default action above.
- If the tank unit is able to complete an advance, then check to see if the unit can advance again. If so, advance the unit a second time following the same procedure as above.
- If the tank unit is unable to advance at all via this action, fire. Do not fire if the tank advances once.

13.3 US Actions Against Japanese Tanks

Japanese tank units may be attacked like any other Japanese position, may be subject to close combat, and may suffer disruption and defeat. A defeated Japanese armor unit does not withdraw and is not placed in the eliminated units box—remove it from play.

No terrain defense benefit. Japanese armor units and depth markers receive no benefit from terrain—do not double an armor unit's strength when attacked, regardless of the terrain.

13.4 Japanese Counterattack Stance

Japanese tank units and certain other Japanese units enter *counterattack stance* (CA) when the Counterattack event is drawn. **All** units in counterattack stance conduct the counterattack action in every Japanese Fire Phase, regardless of the position colors and actions showing on the fire card. A unit stays in counterattack stance until it is eliminated or occupies a position projecting a field of fire onto a US beach landing hex. A Japanese unit in such a position is not eligible to enter counterattack stance.

13.41 Setting up Counterattack Stance.

When the counterattack event occurs, set up counterattack stance as follows:

- Flip all Japanese tank units in play to their revealed side, if not already revealed. Remove the tank unit's depth marker (if any) permanently from play. Remove disruption markers from the units, if present.
- For each tank unit, draw a **counterattack** depth marker and place it on top of the tank unit face up (strength showing). Placement on top of the unit denotes that the unit is in counterattack stance.
- Select up to four Japanese non-tank units within three hexes of at least one Japanese tank unit and not in an artillery position. These four units also enter counterattack stance. If more than four non-tank units are within three hexes of a tank unit and not in an artillery position, select the four units closest to a tank unit. If equally close, then select units farthest from a US landing beach.
- Flip the selected non-tank units to their revealed side, remove the unit's depth marker (if any) and return it in the depth marker pool face down. Then draw a counterattack depth marker and place it on top of each unit, strength side up. Remove disruption markers from the units, if present.

13.42 Counterattack Action.

During the Japanese Fire Phase, **ALL** non-disrupted CA units conduct the Counterattack action regardless of the colors on the fire card. Conduct all counterattack actions before conducting actions with other units in the Japanese Fire Phase. Conduct the counterattack action one unit at a time, beginning with the CA unit closest to a US landing beach. If equally close, then the southernmost unit goes first.

Actions for Japanese units in counterattack stance are limited to movement and close combat. To conduct a counterattack action, move the CA unit to a hex **within three hexes** of the unit's current hex. The unit does not fire. Among hexes within three hexes, choose the hex listed first in the following priorities:

1. Unoccupied position hex with a field of fire into a US landing beach hex, and see 13.47.
 2. A hex occupied by a US unit, even if not a position hex. If more than one, the hex closest to a US landing beach hex, then the southernmost hex. Immediately conduct close combat.
 3. Unoccupied position hex closer to a US landing beach hex than the counterattacking unit's current hex.
- If multiple choices exist within any of these priorities, move to the hex closest to the moving unit. If still more than one choice, move to the westernmost hex, then southernmost.
 - If no hex meets any of these priorities for a CA unit, that unit conducts no action.

13.43 Provisional Counterattack Positions.

The three provisional position hexes on the map are considered Japanese positions when a CA unit is performing the counterattack action. A Japanese unit in a provisional counterattack position projects no field of fire.

13.44 Modifications to Close Combat.

These modifications apply to a close combat involving a Japanese unit in counterattack stance, during the Japanese Fire Phase or the US Action Phase.

- Do NOT draw an additional Japanese card for the Japanese attacking.
- Draw an additional US card.
- Remove disruption markers from all participating US units (if any) before revealing cards.
- If any US units are in hexes adjacent to the close combat hex, the US side reveals the first card each round of close combat.
- If in a non-position hex, use the position color on the CA unit's counterattack marker when checking for hits. If in a position hex, use the position's color.

13.45 Modifications to US Attacks.

A Japanese unit in counterattack stance receives no terrain benefits when attacked by US units. *For example, the strength of a CA unit in a hex with buildings is not doubled.*

13.46 Eliminating counterattack depth.

If a CA unit loses its depth marker, flip the marker to its non-depth side. The unit no longer has depth, but the marker remains to indicate that the unit is still in counterattack stance.

13.47 Leaving counterattack stance.

A CA unit remains in counterattack stance until it is eliminated or ends its action in a Japanese position projecting a field of fire into a US beach landing hex. If the latter occurs, remove the counterattack marker from play.

When a non-tank unit with counterattack depth leaves counterattack stance, replace the counterattack depth marker with a normal depth marker, drawn blindly from the pool and placed face down beneath the unit. The unit remains revealed.

When a tank unit with counterattack depth leaves counterattack stance, remove the counterattack depth marker but do not replace it.

13.48 Subsequent draw

If the Counterattack event is drawn again after it has already occurred, treat the event as **Place one Japanese reinforcement unit**.

14.0 COMMAND POSTS (CPS) & GARRISONS

Starting on Turn 8, you may convert your regimental HQ units into command posts during the US HQ Phase. A CP may not move but gains a *command range* (CP) that increases over time, enabling it to command US units up to four hexes away. A CP also enables the placement of US garrison markers in certain position hexes.

14.1 Establishing a Command Post

A regimental HQ unit may convert to a CP in any hex that is not in the potential field of fire of any Japanese position. If a Japanese-occupied position or an unoccupied position in Japanese communication projects any fire dots into the HQ's hex, the HQ may not convert into a CP there.

To establish a Command Post, flip the HQ unit to its Command Post side during the HQ Phase and place the matching command range marker in the first space of the Command Range track. Doing this is not considered an action.

14.11 Abandoning a Command Post.

You may revert a CP to a regular HQ unit during the HQ Phase by flipping the unit to its HQ side. If you do so, remove the corresponding command range marker from the command range track.

14.2 Command Range

When you first establish a CP it commands US units in its hex and any adjacent hexes, like a regimental HQ unit. The initial placement of the CP's command marker on the command track shows this capability—a *command range* of one hex. In subsequent turns you may increase the CP's command range. During the HQ Phase you may advance the marker for an already established CP *one* space along the command range track, as long as the CP's hex is not currently in the field of fire of any occupied Japanese position.

14.21 One range per regiment

As many as **three** command range markers may occupy the command range track (one for each regimental HQ in the game), and every marker may be advanced along the track during the US HQ Phase, if eligible.

14.22 Duplicate ranges on track

Some command range values are repeated on the command track. *For example, command range 2 appears in three boxes in a row, meaning that it takes at least three turns to increase a CP's range from 2 to 3.*

14.3 Capabilities of Command Posts

A CP commands all the US units within its current command range. *For example, a CP with a range of three commands all US units within three hexes of its hex.* This range is counted by including the hex occupied by the unit to be commanded but not the CP's hex.

Units within a CP's command range receive all the benefits of being in command of an HQ including:

- Free actions
- Radios
- Coordination of tank and artillery ranged fire for US attacks.
- Tank and artillery barrage

14.31 Japanese effects on command range

Command range may be counted through hexes in Japanese fields of fire but not through Japanese units.

14.32 Command posts under fire

A CP in the field of fire of a non-disrupted Japanese unit may not command US units. In such a situation, the CP's range marker retains its current position on the command track, but its range may not be increased.

14.33 Command posts are leaders

A CP is considered a leader and may be hit by Japanese fire. If a CP is hit, it immediately reverts to an HQ unit; flip it over and remove its command range marker from the command track. A command post is not eliminated by Japanese fire.

14.4 Placing Garrison Markers

During the US HQ Phase, you may place garrison markers in position hexes meeting all the following requirements.

- In the command range of a command post.
- Occupied by or adjacent to a US unit.
- In US communication.

- Not in the field of fire of a Japanese unit, even if disrupted.
- If these requirements are met, place a garrison marker in the position hex. Within these requirements, any number of garrison markers may be placed in a single HQ Phase, but no more than one garrison marker per hex.

14.41 Properties of Garrisons.

A position hex with a garrison marker is considered US-occupied when checking for Japanese actions and when determining if a position is secure (15.2).

Garrison markers do not count as a unit for stacking.

A garrison marker may not perform actions and may not participate in a close combat or US attack.

A garrison marker is removed if alone in a position hex when that position is in the field of fire of a Japanese unit performing a fire action, or if a Japanese unit enters its hex. The garrison's removal does not count toward the Japanese unit's hit limit, if firing.

15.0 WINNING AND LOSING THE 15 SEPTEMBER SCENARIO

The *15 September* scenario ends if your forces suffer catastrophic loss, or at the conclusion of Turn 12, whichever occurs first.

15.1 US Catastrophic Loss

Catastrophic loss represents a level of casualties so great that the invader's fighting capability has been effectively destroyed. Play continues until the US forces suffer *catastrophic loss*—ending the game immediately—or until completing the last turn of the scenario, at which point you consult the victory conditions for the scenario to determine if you win or lose.

Catastrophic loss occurs the moment the number of infantry *counters* in the Catastrophic Loss box equals or exceeds the Catastrophic Loss Level listed on calendar for the current turn. Include both full strength and reduced strength counters in this count.

During play, each time a full-strength counter for one of your regular infantry or heavy infantry units is replaced with its reduced strength counter, place the full strength counter in the Infantry Loss Box. Likewise when a reduced-strength counter for a regular or heavy infantry unit is eliminated, place the reduced strength counter in the Infantry Loss Box. Thus an entirely eliminated infantry unit adds two counters to the catastrophic loss level.

Eliminated infantry/HQ units and non-infantry units are not placed in the loss box and do not count toward catastrophic loss. Catastrophic loss cannot occur before Turn 5.

15.2 Victory Conditions

At the conclusion of Turn 12, determine if you win or lose the scenario. You win by accomplishing **any two** of the following three goals:

1. Secure 10 position hexes that project fire onto US landing beach hexes.
2. Secure 14 position hexes in Zone B. A position may count for both goals 1 and 2.
3. Secure coral positions A5 and A6.

A position is secure if all three of these requirements are met:

- the position hex is occupied by a US unit or garrison;
- all position hexes projecting **intense fire** into that hex are also occupied by US units or garrisons;
- US communication can be traced from the position.

You lose if you do not meet the requirements for victory.

16.0 THE OVERNIGHT TURN (TURN 13)

If playing the *Peleliu Assault* scenario, Turn 13 represents the 11 hours of the 15/16 September overnight. To conduct this turn, use the special night sequence of play presented in this section.

I. US Amphibious Operations Phase. Skip this phase.

II. First Event Phase. Do not draw an event card. If the Japanese Counterattack event has not yet occurred in the game, it occurs now. Implement the event per the event description and 13.4. If the counterattack event has already occurred, no event occurs.

III. Japanese Fire Phase. Conduct as in the regular sequence of play, with the following adjustments:

• **Conduct TWO Japanese Fire Phases in a row.**

- Japanese fire hits US units only in hexes adjacent to the firing position. Fire into non-adjacent hexes is disregarded. For Japanese actions other than fire, fields of fire are not restricted.
- Treat all **M** action letters on fire cards as no letter.
- A unit instructed to perform the Artillery action conducts no action.
- For purposes of tracing Japanese communication, US units control only the hex each occupies. Japanese communication may be traced through hexes adjacent to US units.

IV. Second Event Phase. Skip this phase.

V. HQ Phase. Skip this phase.

VI. US Action Phase. Conduct as in the regular sequence of play, with the following adjustments:

- HQs and CPs have a command range of 0. That is, they only command units in their own hex.
- US units may move only one hex.
- US units conducting infiltration do not make an infiltration check.
- US attacks may not include ranged fire, naval fire or dauntless airstrikes.
- Barrages may not be conducted.
- Japanese communication may be traced through hexes adjacent to US units.

VII. End of Turn. Conduct as in the regular sequence of play, with the following additions:

Japanese reorganization. Mix together face down all elite eliminated units. Blindly draw half of those units, rounded down, and place them in the Japanese reserve box, face down.

Loss of contact. Flip all revealed Japanese units and depth markers to their unrevealed side.

17.0 WINNING AND LOSING THE PELELIU ASSAULT SCENARIO

The **Peleliu Assault** scenario may end at the conclusion of Turn 12 if your invasion is going especially well or poorly, otherwise the scenario continues until the conclusion of Turn 24.

In addition, the scenario ends immediately in a decisive Allied loss if your forces suffer catastrophic loss (15.1).

17.1 Victory Check at Turn 12

Upon completing Turn 12, determine which Japanese positions you have **secured**, as defined in 15.2.

You win by **securing** all 13 position hexes that project fire onto US landing beach hexes and by securing:

- all position hexes in zone B **or**
- all coral positions.

You lose the scenario decisively if you have secured less than 10 position hexes. Provisional positions do not count.

If you do not win or lose, the scenario continues on to Turn 24

17.2 Victory Check at Turn 24

Upon completing Turn 24 in the **Peleliu Assault** scenario, determine which Japanese positions you have secured, as defined in 15.2.

You win the scenario if you have secured all positions in Zones A and B (forty positions). This condition is eased by the following: For each position you secure in Zones C or D, **two** positions in Zone A or B need not be secured. For example, if you secure two positions in Zone C and two in Zone D, you would win if you secure 32 positions in Zones A and B.

You lose if you fail to achieve the objectives for winning.

18.0 BLOODY NOSE RIDGE SCENARIO (BNR)

Three weeks after D-Day, the situation for the 1st Marine Division on Peleliu had degenerated into a “timeless stinking void.” Denying the US forces their predicted quick victory, the surviving Japanese defenders have fallen back to their strongholds in the Umurbrogol mountains, nicknamed by the marines Bloody Nose Ridge. The badly mauled 1st Marine Regiment has been withdrawn. The 5th and 7th Marines, also decimated, must continue their mission to take Peleliu inch-by inch in the unforgiving mountain terrain. Gen. Rupertus, determined that his marines could secure the island prior to relief by US Army forces, ordered continual frontal assaults on the heavily fortified positions. Gains were measured in yards, at the cost of unsustainable US losses. Then, a change in marine command brought new tactics more suited to the difficult terrain—focusing on heavier bombardments and more careful advances by the infantry.

The *Bloody Nose Ridge* scenario is 19 turns long, covering five days from 3 to 7 October 1944. Each day consists of three daylight turns (morning, midday, afternoon) and a night turn; omitting the night turn on 7 October.

18.1 Scenario Set-Up

BNR is played only in the area of the map depicted in the *BNR* set up map (page 33). Hexes outside the area shown on the map or only half visible along the perimeter of the map are not in play.

Place the *BNR* scenario track card over the southern unused area of the game map. Place the turn marker in the 1st space of the *BNR* turn track, and the *Rupertus in Command* marker in the corresponding box.

Japanese Set Up

Take the 20 Japanese elite units from the counter mix and remove the four units with a combat strength of 4. Mix together the remaining 16 Japanese elite units, face down and place them in the Japanese Reserve box.

Take the depth markers from the counter mix and remove the following depth markers: tank depth, counterattack depth, the four depth markers listing Tactical Reinforcements, and the four depth markers with a combat strength of 3. From the remaining 43 depth markers randomly draw 16 markers and place them in the Depth marker box, face down. The 16 units and 16 depth markers in these two boxes are the only Japanese units and depth markers used in the scenario.

Mix together the 20 fortification markers, face down. Draw 12 of the markers and place each face down in a Japanese position hex within the Japanese zone of the play area. Place the remaining eight fortification markers in a wide mouth opaque container, for drawing during play.

US Set Up

Place the 23 US units shown in the set up display within two hexes of the indicated hexes, but not in the Japanese zone. Observe stacking limits.

Place the other eight units (with designations ending in 1/5 and 2/5) in the indicated spaces of the *BNR* turn track. These are the only US units used in the scenario.

Place two garrison markers in two positions of your choice outside the Japanese occupation area. The positions shown in the set up display are suggestions only. (*Tip: Positions not occupied by US units or garrisons may be subject to the Japanese Infiltration event.*)

Place two hero markers on any two US units. Place two other hero markers aside for possible entry. The other four hero markers are not used in the scenario.

The scenario begins with the US Action Phase on Turn 1.

18.2 BNR Sequence of Play

The *Bloody Nose Ridge* scenario uses a Sequence of Play modified from the invasion sequence of play. There is no US Amphibious Operations Phase. Furthermore, night turns and certain morning turns use a different sequence of activities altogether.

I. First Event Phase (skip on Turn 1)

Draw an event card and implement the event listed for the *BNR* scenario.

II. Japanese Fire Phase (skip on Turn 1)

Draw a fire card:

- Undisrupted occupied Japanese positions that match the colors shown on the fire card conduct actions. If an action results in a Japanese unit entering a US occupied hex, immediately conduct close combat. Unoccupied positions do not conduct actions.
- Remove Disruption markers from disrupted Japanese positions matching the colors shown on the fire card.
- Disregard artillery values on fire cards.

Bloody Nose Ridge scenario US Set Up

Place depicted units within two hexes of indicated hexes, but not in Japanese Zone.

Turn 4**Turn 8****With any units on the map**

Two garrison markers in any position outside Japanese Zone.

**US 1st Marine Division Infantry Losses**

[Infantry excluded]

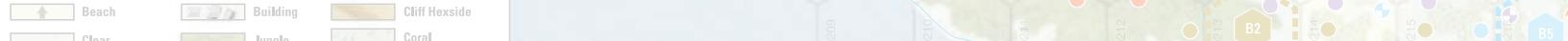
Catastrophe Loss occurs if eliminated Infantry counters exceed current turns CL Value

**Terrain Chart**

US Infantry & HQ Movement	All Other US Units Movement	Japanese Defense (1)
Yes	Yes	
Yes	Yes	Halve strength of US infantry conducting ranged fire through intervening brush hex. Unit strength doubled, depth is not.
Yes	Yes	Unit strength doubled, depth is not.
Yes, but must stop	must stop	Bonus card in close combat.
Cliff Hexside	Yes, but must stop	Unit and depth strength doubled. Bonus card in close combat.
Fortification Hexside	No	US cannot attack across.
Road (3)	Yes	Yes
Marsh	No	No
Water	No	No

Terrain Effect Notes

- (1) Japanese Tank units do not receive defensive terrain benefits.
- (2) US infantry may not conduct ranged fire through an intervening jungle or mountain hex.
- (3) Ignore effects of other terrain on movement when entering a hex through a hexside crossed by a road.

D-Day at Peleliu

III. Second Event Phase—skip on Turn 1

Draw an event card and implement the event listed for the *BNR* scenario.

IV. HQ Phase—skip on Turn 1

- Remove *Action Under Fire* markers from US units.
- Remove disruption markers from one US unit or stack of your choice.
- Place one garrison marker in an eligible position hex.

V. US Action Phase

- You may perform an action with every US unit. Every Japanese position hex with an *Attack Orders* marker must be attacked or entered for close combat (x.xx). Place an *Action Under Fire* marker on every US unit conducting an action in the intense field of fire of an undisrupted occupied Japanese position.
- Remove Attack Order markers from Japanese positions.
- Conduct Close Combat in each hex containing opposing units (8.6).

VI. End of Turn

Keep playing turns until one of the following occurs:

- US forces suffer *catastrophic loss* (18.41);
- all Japanese units are eliminated and none are in the reserve box; or
- you complete the last turn of the scenario.

18.21 Night Turns.

Do not conduct the normal sequence of play in turns 4, 8, 12 and 16. In night turns there are no event draws, no Japanese actions, and no barrages, attacks or close combat. Instead, conduct the following sequence of night turn activities:

1. Remove *Action Under Fire* and *Disrupted* markers from all units.
2. You may move US units not adjacent to occupied Japanese positions one hex each. If a change in US command has occurred (18.32), you may also move US units that are adjacent to occupied Japanese positions, but only one hex and only if entering a hex not adjacent to an occupied Japanese position.
3. Conduct US Withdrawal and Relief (18.37).
4. Conduct Japanese Reorganization. Draw a fire card. Remove Japanese units and depth markers from all fortified mountain positions matching the colors shown on the fire card. Return all units and depth markers removed in this way to their respective pools, face down.

18.22 Morning Turns after change in US command.

Once an event results in a change in US command, do not conduct the normal sequence of play in turns 5, 9, 13 and 17. There are no event draws, no Japanese actions, no US attacks and no close combat in morning turns after the command change. Instead, the morning turn consists solely of US preparatory barrages and movement into position, conducted in the following sequence:

1. You may conduct a barrage with every US unit eligible to do so. You may conduct one bonus naval barrage and one bonus dauntless airstrike for free (no marker is expended). Barrages may be resolved in any order. During the morning turn only, a Japanese position may be barraged

even if no US units are in the target's field of fire and even if the position is unrevealed. If a barrage against an unrevealed fortification achieves a fortification reduction result, reveal the fortification marker.

2. All US units that did not barrage in Step 1 may perform the movement action per 7.3 and 18.34. Units may not enter Japanese-occupied hexes.

18.3 Key Rules Changes in Bloody Nose Ridge

18.31 Japanese Occupation of Fortified Mountain Positions.

A mountain position hex is considered Japanese occupied if a Japanese unit, **or a Japanese fortification marker** is in the hex. A mountain position hex occupied solely by a fortification marker ...

- is eligible to conduct actions.
- is eligible to receive a depth marker via an event or action even if no Japanese unit is present.
- may be the target of a US barrage if the fortification is revealed
- may be entered by a US unit if the fortification marker is revealed (per 7.4). Doing so triggers close combat.

See rules section 19 for more on fortified mountain positions.

18.32 US Command.

All US units are always in command. Regimental HQ units do not appear in *BNR*—their command is assumed. Note that since US units are always in command, all US units always possess a radio (RD).

The US forces begin the scenario under the command of General Rupertus. While under his command the following applies:

- Morning game turns 1, 5 and 9 are conducted in accordance with the *BNR* sequence of play.
- If the mandatory attack event occurs, US units must attack Japanese positions with *Attack Orders* markers during the US Action Phase, per the event description.

The US command changes when the Command Change event occurs or on Turn 12, whichever occurs first. Once the command change occurs, the following applies:

- Morning game turns 5, 9, 13 and 17 are conducted using the sequence in 18.22.
- The mandatory attack event is treated as no event.

18.33 US Actions.

Every US unit is eligible to perform an action during the US Action Phase. All actions in Rules sections 7 and 8 are available to US units, with the following modifications:

- A US unit performing the movement action (7.3) may move up to three hexes. Terrain has no effect on the three-hex limit; that is, mountain and jungle terrain do not slow movement. Cliff hexsides still restrict movement per 7.32. A unit must stop moving upon entering a hex adjacent to a Japanese occupied position or in the intense field of fire of a non-disrupted Japanese occupied position.



- US actions during night turns are limited to the movement action described in 18.21.
- US actions during post-command change morning turns are limited to the movement action described in 18.22.

18.34 US Action Under Fire markers

A US unit that completes an action in a hex in the intense field of fire of a non-disrupted occupied Japanese position or in a Japanese-occupied hex gains an *Action Under Fire (AUF)* marker. Removing disruption is not considered an action for this purpose. If you run out of AUF markers, use the blank backs of *Action Taken* markers.

Effect of AUF markers: The hit limit of a firing Japanese position is increased by one if *any* US units with AUF markers are in the position's intense field of fire

Removing AUF markers: Remove all Action Under Fire markers during the US HQ Phase and during a night turn.

18.35 Japanese Fire and Actions

Use the *BNR* section of the Japanese Action Chart to determine all actions performed in the *BNR* scenario. All Japanese actions letters are available beginning on Turn 1 in *BNR*. Unoccupied positions do not perform actions in *BNR*, but note that a position occupied solely by a fortification marker is considered occupied.

Disregard artillery fire values on Japanese Fire cards.

Most Japanese actions in *BNR* are conducted as described in 12.0, with the following exceptions:

US units in field of fire:

[R] Resupply. If the position has a depth marker, conduct fire. If the position does not have a depth marker, place an unrevealed depth marker and DO NOT fire. Place the depth marker with a fortified position marker even if no unit is present.

[A] Assault. First, if the position has a fortification marker and no unit, place a unit from the reserve pool, face up. Second, move the unit (and depth marker if present) into the closest US occupied hex in the position's field of fire and conduct close combat. If more than one US occupied hex qualifies choose the hex with the fewest US steps,

then you choose. If the close combat occurs in a non-position hex, use the color in the position hex from which the Japanese unit began its assault to resolve the close combat. If the assaulting unit survives the close combat in a non-position hex, return it to the position from which it came and place a disrupted marker on the position.

No US units in field of fire:

[R] Resupply. If the position does not have a depth marker, place an unrevealed depth marker. Place the depth marker with a fortified position marker even if no unit is present.

[A] Artillery Fire. If not a mountaintop position, no action. If a mountaintop position, hit one US unit anywhere in play with the target symbol shown on the fire card. If more than one, select the unit with the most steps, then you choose. If there are no US units with the target symbol, the position conducts no action.

18.36 Communication.

Japanese occupied positions in the Japanese Zone are always in communication, even if the position is completely surrounded by US forces. A position outside the Japanese Zone is in Japanese communication if communication can be traced from the position to any Japanese occupied position in the Japanese Zone. US units are always in communication.

18.37 US Withdrawal and Relief.

During a night turn, you may bring into play all units in the current night turn space of the turn track. In order to do so, you must withdraw from the map **all** units of any one battalion of your choice, even if that battalion has just one unit in play. Place the arriving units in any hexes within two hexes of hexes occupied by units being withdrawn. However, an arriving unit may be placed in a hex in the field of fire of an occupied Japanese position, only if that hex was occupied by a unit being withdrawn.

Place all withdrawn units in the next empty night turn space on the turn track. **For example, if currently playing Turn 4, and the next empty night turn space on the track is turn 12, place the withdrawn units there.**

If you choose not to bring in available units from the current night space of the turn track, do not withdraw any units. Instead move the units in the current night turn space to the next empty night turn space on the turn track.

A unit's battalion is indicated by the last two numbers in its designation.

For example, all units with designation ending 3/7 are in the third battalion of the 7th Regiment. Depending on the units remaining, a battalion being withdrawn will include from one to four units (up to three infantry companies and an HQ company). A battalion that has no units on the map is not eligible to be withdrawn.

18.4 Winning and Losing Bloody Nose Ridge

You lose the scenario if your forces suffer *catastrophic loss*. You win the scenario if you are able to eliminate most of the Japanese units before suffering catastrophic loss.

18.41 US Catastrophic Loss.

Catastrophic loss occurs the moment **ten** US infantry units are completely eliminated. During play, each time a reduced-strength counter for one of your regular infantry or heavy infantry units is eliminated, place the reduced strength counter in the Infantry Loss Box. Eliminated infantry/HQ units, non-infantry units and full strength infantry counters do not count toward catastrophic loss.

18.42 Winning by Japanese Elimination.

Remove Japanese units and depth markers from play when eliminated via attack, close combat and barrage—do not return them to their respective boxes. Return eliminated fortification markers to the cup.

Night Turn Victory Check. At the end of every night turn, after conducting Japanese reorganization, you win the scenario if there are no Japanese units in the Japanese reserve box. If you do not win, continue playing.

End of Game Victory Check. At the end of turn 19, if there are no Japanese units in the Japanese unit box **and** no Japanese units or just one Japanese unit on the map, you win the scenario. If you do not win, the scenario ends in a draw. Do not count depth markers and fortification markers in this assessment.

19.0 MOUNTAIN FORTIFIED POSITIONS BNR SCENARIO ONLY

The 12 position hexes in the Japanese zone are part of an extensive Japanese fortification and tunnel network. All 12 positions start the *BNR* scenario occupied solely by an unrevealed fortification marker. Even so, each such position is considered Japanese-occupied. You reveal the fortification marker in a fortified position when you move a US unit adjacent to the position. The position gains a Japanese unit when subjected to a US attack, and gains a unit and depth marker when subjected to a close combat. A fortified position may also gain a depth marker by action or event, even if a Japanese unit is not present.

19.1 Properties of Fortification markers

A position with a fortification marker is considered Japanese occupied for purposes of Japanese actions, close combat, US attacks and movement. That is, a position occupied solely by a fortification marker may be attacked, and only US infantry and engineer units may enter the hex.

A revealed fortification marker indicates which hexsides bordering a fortified position are impassable and sometimes add weapon requirements to the position. A fortification marker is revealed when you move a US unit adjacent to the position. When this occurs, flip the fortification marker in the position to its face up side. Orient the marker so the arrowhead on the marker points toward you (the west map edge) and so the hex depicted on the marker aligns with the map hex.

19.2 Terrain Effects of Fortification markers.

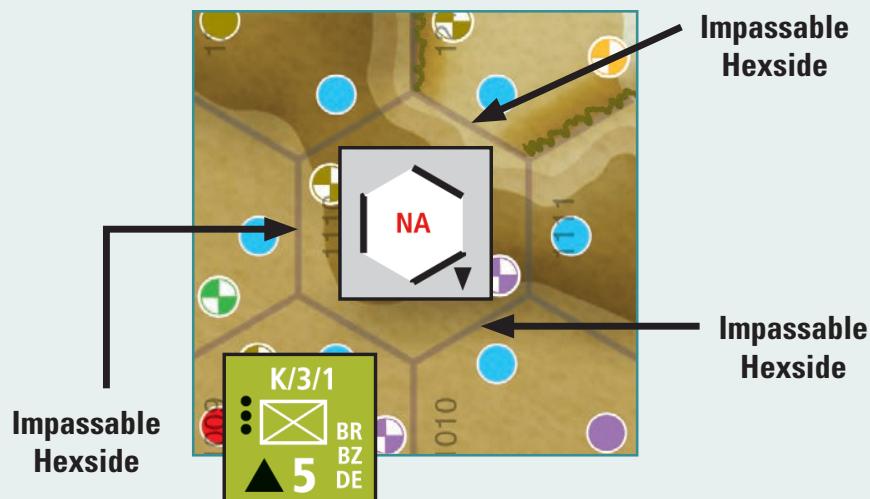
A fortification marker creates one or more impassable hexsides around the hex, as depicted on the marker. US units may not move or attack across an impassable hexside. A US infantry unit capable of ranged fire may participate in an attack from an adjacent hex across an impassable hexside only if some other US unit adjacent to the position enables the attack by attacking across an unblocked hexside.

When determining if a fortified position is flanked, consider only those US units attacking the position through non-blocked hexsides.

Once a fortification marker is placed it remains until the fortification is *reduced* by a barrage (see 19.4) or occupied by US units. When a fortified position becomes solely occupied by US units, remove the fortification marker and return it to the cup.

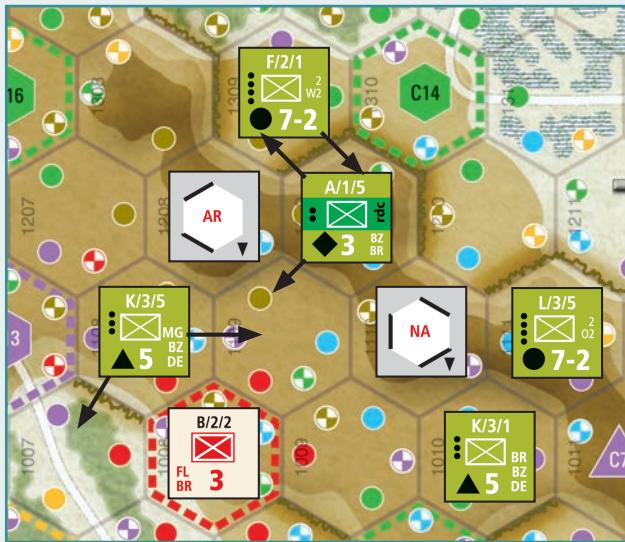
REVEALED FORTIFICATION MARKER PLACEMENT EXAMPLE

Upon moving a US unit adjacent to an unrevealed fortification marker, you flip the marker over, positioning it so the arrow points toward the west map edge and the hex symbol on the marker aligns with the sides of the marker's hex. The fortification blocks three hex sides of the fortification's hex, as shown in the illustration. Note that the hex side between the US unit and the fortification is NOT blocked.



EXAMPLES OF INFILTRATION MOVES AGAINST FORTIFIED POSITIONS

Of all the one-hex moves possible by the US units in this illustration, only those moves indicated with black arrows are considered infiltration moves.



Impassable hexsides do not affect Japanese fields of fire with one exception: When a US unit is conducting what would normally be considered an infiltration move (x.xx) the unit is not susceptible to step loss if the unit is moving from or into a hex separated from the adjacent Japanese position by a hexside made impassable by the position's fortification.

19.3 Hit Limits of Fortified Positions.

When firing, a fortified position may inflict hits on a number of units equal to the number of counters in the position.

Fortification marker only	1 hit
Fortified marker and depth marker	2 hits
Fortified marker and unit	2 hits
Fortified marker, unit and depth marker	3 hits

The hit limit of a fortified position is increased by one when a US unit with an *action under fire* marker is in a hex in a firing position's intense field of fire.

Mortar fire from a fortified position occupied by just a fortification marker hits one unit.

19.31 Effect of revealed fortification

US units hit by fire from a fortified position with a revealed fortification marker do not become disrupted.

19.4 Reducing a Fortification by Barrage.

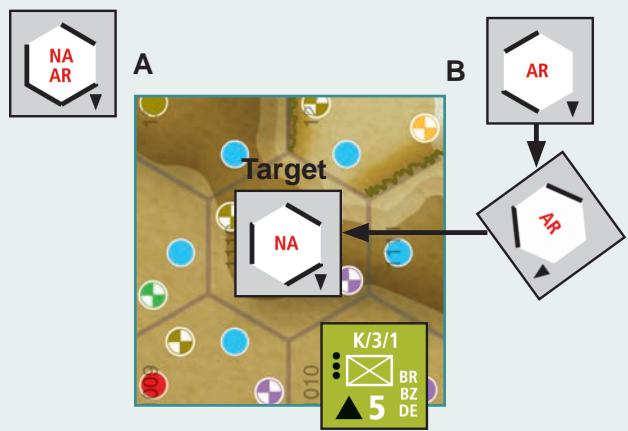
You may barrage a position with a revealed fortification marker for the purpose of reducing the fortification's blocked hexsides (in addition to affecting a Japanese unit and depth marker in the position even if the unit and marker are not revealed). If the barrage result indicates that the fortification may be reduced, draw another fortification marker to determine how the fortification itself is affected by the barrage.

FORTIFICATION REDUCTION EXAMPLE

You conduct a barrage against a position hex occupied by a revealed fortification marker with three blocked hexsides. You achieve a **hit** result against the target, and so you draw a fortification marker from the cup.

• **If you draw fortification marker A:** The drawn marker has more blocked hex sides than the target fortification so reduction does not occur. You return marker A to the cup.

• **If instead you draw fortification marker B:** The drawn marker has fewer blocked hex sides than the target fortification so reduction occurs. You return the targeted marker to the cup, replacing it with the new marker. However, when the arrow on the new marker is pointing toward you, its blocked hexsides do not align with the blocked hex sides on the targeted marker. You must rotate the new marker 60° clockwise or counterclockwise to align the blocked hexsides. Rotating it counterclockwise would block the US unit, so you choose to rotate it clockwise and place it as shown.



If the drawn marker has fewer blocked hexsides than the marker currently in the hex, replace the current marker with the just drawn marker. Orient the new marker so that any blocked hexsides on the new marker coincide with blocked hexsides on the marker it is replacing. If there is more than one way to meet this requirement, orient the marker so that the arrow points as close to the west map edge as possible. Your choice if two orientations are equally close. Return the fortification marker you removed to the fortification marker cup.

If the drawn marker has the same number or more blocked hexsides than the marker currently in the hex, return the just drawn marker to the cup. The barrage does not reduce the fortification.

A position with a fortification marker may be disrupted, even if unoccupied. If a Japanese unit is placed when the position is still disrupted, the unit is considered disrupted.

19.5 Japanese Units & Depth Markers in Fortified Positions

Upon initiating an attack against a fortified position without a Japanese unit, draw and place a Japanese unit, revealed, if any are available in the pool. Do not place a new depth marker. However a depth marker already in the position remains, and reveal the marker.

Upon initiating a close combat in a hex occupied by a fortification marker, conduct the following:

- Draw and place a Japanese unit, revealed, if none is present and any are available in the pool.
- Draw and place a depth marker, revealed, if none is present and any are available in the pool.

Note that if a Japanese unit in a fortified position is eliminated in an attack, the fortification marker remains in place and the position remains in Japanese control. If attacked again, another unit is placed (if available) The only way to take control of a Japanese position is to have US units perform an action to enter the hex and defeat the Japanese in close combat, thus leaving the position occupied only by a US unit.

If a fortification hex is occupied solely by US units at the end of a close combat, remove the fortification. Once a position loses its fortification marker, it cannot regain one for the rest of the scenario.

20.0 OPTIONAL RULES FOR INVASION SCENARIOS

20.1 Variable Japanese Action Availability

To add variability to Japanese actions, you may randomize the time sequence in which Japanese action letters become available.

During set up, mix together the five optional Japanese action markers face down. Place each marker face down on a lettered turn space of the Turn Track (turns 3, 5, 7, 9 and 11). At the beginning of turns 3, 5, 7, 9 and 11, flip over the action marker in that turn space to reveal the action letter that becomes available that turn, instead of the letter printed in the space.

For example, at the start of turn 3, you flip an action marker revealing Action Letter P, causing actions on the Japanese Action Matrix identified with the letter P to become available.

20.2 Alternate Japanese Armor Deployment

You may vary the appearance of Japanese tanks and the axis of Japanese counterattacks by using this alternative set up.

During set up, mix together the four Japanese armor units, face down. Place the units in the four hexes marked with the alternate tank symbols (A7, A9, A16 and B18). Then flip each armor unit to its revealed side and place a disrupted marker on each. Place the three Japanese units originally scheduled to appear in those positions in positions B14, B15 and C3. Finally, place an armor depth marker under each Japanese armor unit, face down.

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EVENT DESCRIPTIONS

Events that are not fully explained on the event cards or elsewhere in the rules are listed here, with necessary rule details.

Black Angels volunteer. Add a step to a regular US infantry unit of your choice. *Historical Note: African-American marines in an ammunition depot company volunteered for front line duty with the 7th Marines, serving with distinction.*

Check for Japanese infiltration. Place a Japanese unit unrevealed in an unoccupied position hex not in Japanese communication. If more than one position is eligible, in the position closest to a US unit, then the highest numbered position. If no positions qualify, no event.

BNR: Only positions in mountain hexes or jungle hexes within two hexes of a mountain hex are eligible. Positions with fortification markers are not eligible. If a unit is placed, do not place a fortification marker with the unit.

Counterattack! Place eligible Japanese units in CA mode, per 13.4

Heat exhaustion Disrupt the US regular infantry unit with the fewest steps. If more than one with the fewest steps, the unit with the target symbol on the event card, then the unit farthest from a US beach landing hex.

Hero. Place a hero marker on any US unit. Some hero events also call for adding a depth marker to one Japanese unit. Place the depth marker in accordance with 9.2. If all eight Hero markers have already appeared, no Hero is placed; instead, you may reveal one Japanese unit of your choice adjacent to a US unit.

Hidden Caves. Place a Japanese unit and cave marker in an unoccupied non-position mountain hex adjacent to an occupied Japanese position, unrevealed. If more than one hex qualifies, choose the hex adjacent to the greatest number of occupied Japanese positions, then in the highest elevation hex, then adjacent to a US unit (if possible), then southernmost. If both cave markers are on the map, or no hex is eligible for placement, disregard this event.

- A Japanese unit in a cave projects a steady field of fire into the six adjacent hexes. During the Japanese Action Phase a unit in a cave position is selected to fire only if any US units with Action Under Fire markers are in its steady field of fire, regardless of color on the fire card.
- The first time you barrage or CC a cave position, draw a counterattack marker at random from the countermix and place with the Japanese unit. The marker's sole purpose is to identify the position's color when subject to barrage or CC. The marker remains until the unit is eliminated.
- A cave is not a fortification. It confers no special defensive benefits and is removed if the occupying unit is eliminated.

If General Rupertus in command conduct mandatory US attacks this turn. Place an Attack Orders marker on every Japanese occupied position to which at least one non-disrupted infantry, infantry HQ or Engineer unit is adjacent. For purposes of this

event a US unit in a hex adjacent to Japanese position but separated by an impassible hexside is not considered adjacent. In the upcoming US Action Phase, you must conduct an attack or close combat against each Japanese position with an Attack Order marker. Disregard this event if Rupertus is not in command or after Turn 11. If you run out of Attack Orders markers, use some other marker.

Lost! Disrupt one US infantry unit in a jungle hex. If more than one, the unit with the fewest steps, then unit with the target symbol on the event card, then the unit farthest from a US beach landing hex. If no units qualify, no event.

Marine war dogs reveal Japanese unit and depth marker closest to a US unit. Your choice if more than one

Minefield disrupts one US infantry unit. Place a disruption marker on the undisrupted US unit with the most steps. If more than one, select the unit with the target symbol on the event card, then the unit farthest from a US beach landing hex.

Observation plane reveals Japanese unit and depth marker closest to US unit. Your choice if more than one.

Place fortification in Japanese-occupied coral position. If more than one, place the marker on its backside on the coral position closest to a US unit, then in the lowest numbered position. Place the marker facedown – it is not flipped over in the invasion scenarios. A Japanese unit with a Fortification marker has an additional weapon requirement of artillery (AR). Disregard the front side of the marker. Disregard this event if no Japanese unit occupies a coral position.

Rupertus no longer in command. From this point forward, disregard events calling for mandatory US attacks, and conduct morning turns (5, 9, 13 and 17) per 18.22.

Scattered platoon regroups. Add a step to a 1-step infantry unit of your choice. Flip the unit from its 1-step side to its 2-step side. If there are no 1-step infantry units in play, disregard this event. Infantry/HQ units are not eligible.

Smoke prevents Japanese fire. Disregard fire dots of the colors listed in the event in US landing beach hexes. Place smoke markers on the positions projecting the disregarded fire dots as a reminder. Smoke has no effect on US actions. Remove the smoke markers at the end of the turn.

- If a US unit attempts an infiltration move against a position affected by smoke, a fire card is still drawn to see if the infiltrating unit suffers a step loss.

Suicide Attack. A Japanese unit with depth marker adjacent to US unit conducts a suicide attack. If more than one Japanese unit with depth is adjacent to a US unit, select the Japanese unit closest to a US landing beach hex, then adjacent to the US unit or stack with the most steps. Remove the depth marker and draw a fire card. If the card shows the US unit's target symbol remove a step from the US unit. Regardless of the card draw, disrupt the US unit. A Japanese unit in counterattack stance is eligible for this event assuming it meets all other requirements

Take a flamethrower CC marker. Flamethrower “ropes” from modified amphibious tractors reach deep into Japanese tunnels. You may spend the flamethrower marker immediately after drawing cards for a US-initiated close combat. If you do so, discard one Japanese card and place a disruption marker on the Japanese units, if not already disrupted. Disregard this event if you already hold the flamethrower marker.

Unexpected US naval fire hits position. Draw a fire card to randomly determine which of three positions is hit by a barrage of US naval artillery fire. The position listed on the event card with the target selector shown on the fire card is hit.

- If a Japanese unit is in the position it is disrupted and its depth marker (if any) is eliminated.
- If US units are in the position, draw a second fire card. One US unit in the position with the target symbol on the second card must lose a step. If no units in the position have the target symbol on the second fire card, the fire has no effect.
- If no units are in the position, the fire has no effect.
- Leaders are not affected. This fire does not cost you a naval fire marker.

US CP under fire. Reduce the command range of the Command Post closest to a Japanese unit to one for this turn. The position of the command range marker on the command track is not affected. If CPs are equally close to a Japanese unit, you choose.

US Patrol Report. Reveal the unrevealed Japanese unit and depth marker (if any), or in the BNR scenario the unrevealed fortification marker, closest to a US unit. If two or more unrevealed units are the same distance from US units, you choose one. If a revealed depth marker calls for a *Tactical Reinforcement*, place the reinforcement per 9.4, but *face up*.

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[DDAP_Rules_V10F]

JAPANESE FIRE/ ACTION SUMMARY

Invasion Scenarios (units in counterattack stance see 13.42)				Bloody Nose Ridge Scenario	
Japanese Fire Card Action	Occupied : US units in field of fire	Unoccupied : in communication, US unit within 3 hexes.	Armor Unit See 13.2	Occupied : US units in field of fire	Occupied : No US units in field of fire
FIRE	No Action	No Action	FIRE OR ADVANCE Fire if US units in field of fire. May hit armor. May hit leader if ★. If no US unit in field of fire, advance (13.2).	FIRE	No Action
O	May hit armor (6.36)	No Action	FIRE	FIRE May hit armor (6.36)	No Action
M	May hit leader (10.4)	No Action	FIRE with machine guns (see 6.31 and Fire Chart)	MUSTER Hit US units with indicated target symbol within 4 hexes. If mountaintop, hits within mountain mortar zone. Otherwise, no action.	MORTAR FIRE Hit US units with indicated target symbol within 4 hexes. If mountaintop, hits within mountain mortar zone. Otherwise, no action.
R	RE-SUPPLY Place Depth marker if none, and fire.	Move to unoccupied position hex within 3 hexes and closer to nearest US unit. Then, if US units in field of fire, fire.	REINFORCE Place reserve unit and depth marker in the position.	MULTIPLE FIRE Fire if US units in field of fire. Then if US units remain in FoF, fire again as separate action.	MORTAR FIRE Hit US units with indicated target symbol within 4 hexes. If mountaintop, hits within mountain mortar zone.
A	Non-artillery position: ASSAULT Move into closest US occupied hex in field of fire, then conduct close combat (12.8, 8.6).	Artillery position: FIRE	ADVANCE AND FIRE Advance, if able. Then if US units in field of fire, fire.	OVERRUN Fire if US units in field of fire. If US unit hit, move into hex occupied by nearest hit unit and CC. Then reposition if necessary.	RE-SUPPLY If position has depth marker, fire. If no depth, place unrevealed depth marker (no fire).
P	Disrupt all US units in the position's field of fire (12.6). No fire.	Disrupt one US unit within 4 hexes of position (12.6).	PATROL No Action	PATROL If position has depth marker, fire. If no depth, place unrevealed depth marker (no fire).	RE-SUPPLY If position has no depth, place unrevealed depth marker.
A	Non-artillery position: ARTILLERY FIRE Hit one US unit (12.7).	Artillery position: ARTILLERY FIRE Hit one US unit (12.7).	AMBUSH One US unit with indicated target symbol in position's field of fire is hit, see the Japanese Fire Chart and 12.9. Otherwise, no action.	DOUBLE ADVANCE OR FIRE Advance (13.2), then if able to advance again, do so. If unable to advance at all, fire.	ASSAULT If no unit in position, place revealed unit
A	Move to position within 3 hexes and closest to US unit. If US occupied, conduct close combat.	Move to position within 3 hexes and closest to US unit. If US occupied, conduct close combat.	AND Otherwise, no action.	Mountaintop position: ARTILLERY FIRE Hit one US unit with the indicated target symbol (12.7).	Move unit (and depth marker if present) into closest US occupied hex in field of fire and conduct close combat (12.8, 8.6).
I	INFILTRATE Place reserve unit in position if NOT in communication.	FIRE OR ADVANCE Fire if US units in field of fire. May hit armor. If no unit in FoF, advance (13.2).	FIRE	No Action	No Action

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